



KONAMI

Castlevania®

Portrait of Ruin™

COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
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Written by Adam Deats and Joe Epstein



Castlevania®

Portrait of Ruin™

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I DRAMATIS PERSONAE

It's 1944. The Second World War, a conflict of hatred and oppression, has claimed the lives of millions. The souls of the many who have perished during the war engulf the planet in a cloud of anguish and despair. Restless, and in search of retribution, their souls meet at a shadowed castle known only in legends. The castle of the lord of evil, Dracula, unveils itself in the glow of the night's full moon.

Jonathan Morris, the descendant of the famous John Morris who vanquished Dracula in 1914, means to investigate the rumors of the famous castles return. Partnered with the powerful magician Charlotte, the young pair of vampire hunters venture forth into the belly of the abyss known as a creature of chaos: Castle Dracula.

JONATHAN MORRIS

Age 18, Male

Brash, cocky, and careless to the point of being suicidal, Jonathan Morris is the current heir to the legendary "Vampire Killer". Despite being the son of a vampire hunter that vanquished Dracula in 1914, his bloodline is too diluted to use the Vampire Killer to its fullest extent. His hatred towards this deficiency causes him to feel as though he's living in the shadow of his father, who was able to wield the full power of the whip.

Despite his reputation for acting first and thinking later, beneath his loud-mouthed audacity lies a clever and resourceful mind. With a determination to make a name for himself, regardless of the costs, Jonathan marches into Dracula's castle with Charlotte at his side.



CHARLOTTE AULIN

Age 16, Female

The beautiful and clever Charlotte is the childhood friend of Jonathan, her current comrade in arms. This talented spirit holds tremendous magical abilities that aid her in the battle against the undead. Her calm and logical demeanor serves her well when she's battling the denizens of the night, but she often comes off as being a little cold. She loves to stick her nose into everybody else's business, and isn't shy about sharing what she learns.

WIND

Deceased at the age of 50

Many years ago, Brauner killed Wind in an attempt to turn him into a monster in Dracula's castle, but Wind resisted and managed to retain his consciousness. His soul is now trapped in Dracula's castle, and cannot rest until the castle falls. Information about Wind's background is vague, but it appears he may have played a key role in defeating Dracula in 1914.



BRAUNER

As vampire who lost his daughters to war 30 years ago, the obsessive artist Brauner believes that humans will continue to create war and ruin as long as they exist. Using the Second World War as his means to establish this belief, his ultimate goal is to save the world from the destruction of man by annihilating the human race. Fueled by rage, Brauner has resurrected Dracula's castle by harvesting the tortured souls killed in the war. With no interest in Dracula himself, the castle is merely a tool to bring his greatest wish into fruition.



STELLA

Age 21. Female

The skilled sword wielder Stella is the first daughter of Brauner's two daughters. The oldest of the twin vampire sisters, her vicious and cruel demeanor is the perfect compliment to Loretta's emotionless appearance. Stella follows in her father's footsteps and believes humans are a plague that keeps the world in a perpetual state of war.



LORETTA

Age 21. Female

The cold and calculating Loretta is the youngest of Brauner's daughters. Like her sister, she feels that humans are mere pests that deserve her father's dreadful vision. Extremely intelligent and completely devoid of emotion, Loretta is a skilled magician who acts as back up during her sister's attacks.



VINCENT

The anxious priest Vincent serves as a guide to Jonathan and Charlotte's quest. Mostly interested in the survival of the church through funding, Vincent is happy to provide the young vampire hunters with supplies...provided the price is right.



2 THE ART OF VAMPIRE HUNTING



DIRECTIONAL PAD	Controls on screen character / moves selection on menu
Y BUTTON	Attack Button
B BUTTON	Jump Button / Cancel Menu Selection
A BUTTON	Summon Partner / Confirm Menu Selection
X BUTTON	Switch to Partner
SELECT BUTTON	Toggles top screen between map and statistics screen
START BUTTON	Enters menu screen
L BUTTON	Initiates Back Dash
R BUTTON	Initiates Partner's Sub Weapon or Spell

The Rules of Engagement

The top left corner of the screen houses two meters—a red HP (Hit Point) meter, and a green MP (Magic Point) meter. HP is lost whenever an enemy's attack makes contact with the character you're controlling. MP is used whenever your second party member takes damage, or when you use a spell or Subweapon. If your HP reaches zero, the game is over.

The ultimate goal of the game is to locate the final enemy and defeat him. Along the way you must explore the depths of Dracula's Castle while combating the many miscreants that stand in your way. Experience points (EXP) and new equipment are earned with every victory. Uncover hidden secrets, bask in the strength of newfound weapons, and charge your way through the denizens of the night!

Movement & Combat

MOVING AROUND

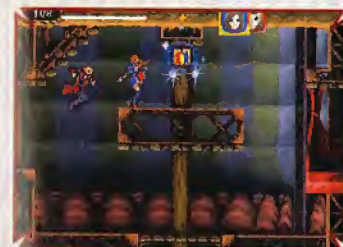
(JONATHAN & CHARLOTTE)



The ← and → buttons on the directional pad control the direction that your character walks. Pressing ↓ initiates a crouch, which is useful for ducking under some enemy assaults. An attack can be initiated during either action.

JUMP

(JONATHAN & CHARLOTTE)



Pressing the B button causes your character to jump. Hold ← or → on the directional pad before pressing B to initiate a jump in that direction. Use this maneuver to leap over enemy attacks or to reach higher ground.

ATTACKING

(JONATHAN & CHARLOTTE)



Press the Y button to swing your equipped weapon. Enemies that make contact with the weapon receive damage. The type of attack depends on the equipped weapon.

BACKDASH (JONATHAN & CHARLOTTE)



Press the L button to initiate a backwards evasive maneuver. Very helpful for dodging incoming enemy attacks that have limited range.

SUBWEAPONS (JONATHAN)



Outside of his main weapon of choice, Jonathan has the ability to equip a secondary weapon called a "Subweapon." These weapons and abilities usually act as projectiles. Inputting **++V** initiates a Subweapon attack, which uses a small portion of your MP. Although most Subweapons are initially underwhelming, they grow in strength every time an enemy is eliminated with them. The points of growth earned for defeating an enemy vary depending on the strength of the enemy. The point amount needed to master a weapon can be viewed in this book's Bestiary, as well as the Guides \Rightarrow Skills section of the status menu.

SPELLS (CHARLOTTE)

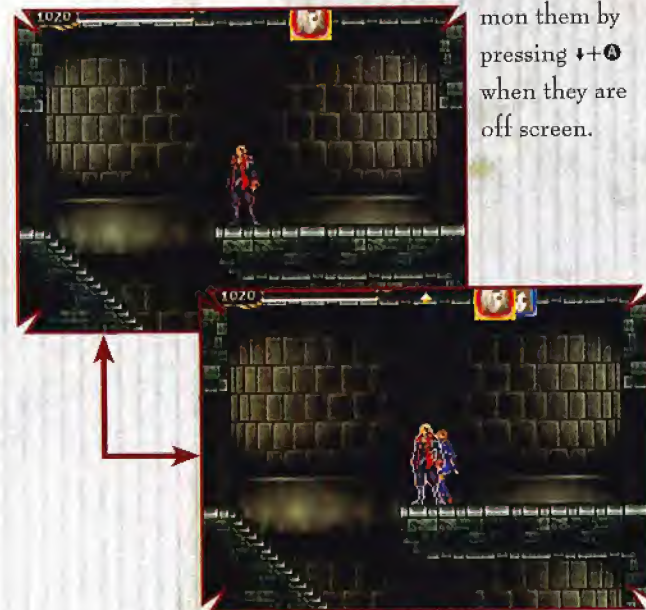


Similar to Subweapons, Charlotte has the ability to equip and utilize a variety of different spells. Pressing **++V** activates the charging sequence for the equipped spell. A bar appears over her head, indicating how much time is left before it is cast. Once the bar reaches 100%, the spell is released. However, every spell has two levels of strength. Holding the **V** button down and charging the spell past 100% reveals a second meter. If the second meter fills, an upgraded version of the spell is unleashed.

TEAM CONTROLS & DYNAMICS

This time around your venture through Dracula's domain is assisted with a partner. This might seem hard to manage, but the control scheme has been streamlined to make tag teaming a manageable feat. The **A** button summons the character that's currently not under your control (Charlotte by default). Pressing **A** again with both characters on screen dismisses your back up character. The **X** button toggles the controlled character between Jonathan and Charlotte, regardless of whether both are on screen or not. The currently selected character has a white aura flashing around them that slowly dissipates after enough time is spent in an area.

Any damage your partner takes only effects your MP reserve. Once your MP is gone, your assisting character leaves the screen until enough MP has been restored to bring them back. Assisting characters also act on their own, attacking any nearby enemies with their equipped weapon. However, some commands can be given to your partner to make them perform specific actions. Using the stylus and touching the screen, for instance, tells your back up character to go to that spot. Pressing the R button initiates the character's equipped spell or sub weapon. You can also tell a character to stay in one spot when you summon them by pressing **++A** when they are off screen.



Enemy Resistance



Since both characters have their own individual strengths and weaknesses, learning to switch between them when necessary is an important habit to get in to. For instance, many enemies are resistant to physical attacks, while others defy the arcane art of magic (an enemy resisting either type of offense flashes blue when they're hit). Charlotte's spells are the most effective option against enemies with good physical defense, while Jonathan's brute strength is needed against fiends that resist magic. Swap between characters as often as needed to deal with the situations at hand accordingly.

Character Change Properties

Not only does it cost nothing to perform, but the process of switching between characters with the **X** button is instant. The limitations on when you can actually change characters are dependant on whether or not both characters are on the screen at the same time. With both characters onscreen, it's possible to switch between characters at *any* time, regardless of whether or not a character is in the middle of an attack. The only exception to this rule is when performing a Dual Crush. With only one character on screen, character swapping can only be done when the onscreen character isn't in the middle of an attack (be it a Subweapon, normal attack, martial art, etc). There are, however, two exceptions to this rule: it's possible to change your character during a slide (**++B**) or if a weapon attack *hits* an enemy. Changing characters when your weapon hits an enemy is referred to as a "Swap Cancel", largely because the remainder of the weapon attack's recovery period cancels directly into the character change. This can actually be used for fun team combinations, though they aren't particularly useful. For example:



Make sure Jonathan is the only character onscreen then swing at your enemy with a normal attack. In this example we're using a Short Sword.



Just as the swing hits your enemy, press the **X** button to cancel the attack and switch to Charlotte. Jonathan should fly backwards and disappear.

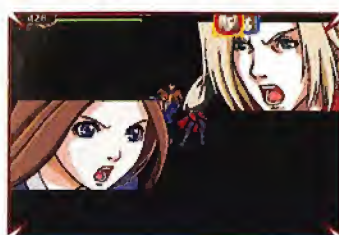


Right as Charlotte appears, immediately attack your enemy. From here you can switch back to Jonathan and repeat the process.



DUAL CRUSH

A new ability called the Dual Crush makes its first appearance in Portrait of Ruin. During a Dual Crush Charlotte and Jonathan combine their powers to unleash a powerful team attack, at the cost of a large portion of your MP reserves. The attack performed depends on the Dual Crush ability equipped to the character currently being controlled. To unleash a Dual Crush, press $\Delta + \times$ when your MP meter is flashing.



After the Dual Crush has been used, a small cool down period where another Dual Crush cannot be used kicks in. This simply acts as a safe guard against repeated Dual Crush abuse.

After several seconds pass, the ability to use the Dual Crush returns, if you have the MP available.

Advanced Combat Techniques

BACKDASH CANCELING

It's possible to shift directly into a Backdash at any point during the swing of a normal attack, canceling the remainder of the attack's animation into an evasive maneuver. This is specifically useful for safely retreating away from an enemy's grasp after swinging a weapon with a heavy recovery period, like the Axe or Claymore.

In addition, the Backdash itself can also shift directly into an attack. When used with weapons that have a lot of range, this ability enables you to quickly evade an enemy's attack with the Backdash, then come out of the evasive maneuver with an attack to strike the recovering enemy.

Combining both ideas, the Backdash Cancel has one final use; quickly attacking twice within a very short period of time. Most enemies attack at specific intervals when you're close, which normally only gives you a brief opening before you have to retreat. Since it's often difficult to fit in more than one attack during this window of vulnerability, an attack canceled into a Backdash, then into another attack is a fast way to deal two hits of damage before your enemy's next swing. Although it's usually faster to simply attack normally with Dagger or Fist types of weapons, every other weapon type can benefit from this attack combination.



Swing at your enemy with Jonathan's normal attack. In this example we're using the Vampire Killer.



Just as the swing hits your enemy, press Δ to cancel it into a Back Dash.



Right as the Back Dash initiates, immediately press the \times button again for a second strike.



One final note, Charlotte's spells can also be canceled into a Backdash. This is useful for making a retreat after casting a spell when an enemy may be winding up for an attack. It's also useful for some combination attacks, like casting a Level 2 Raging Fire, canceling it into a Backdash, then press \times to switch to Jonathan and immediately following up with a weapon attack.

MOONWALK

There are a few situations where the Backdash by itself doesn't travel far enough to avoid an attack. A manner of compensating for this when only one character is on screen is to Backdash; cancel the Dash into a character change, then immediately Backdash again. This can be done very quickly to almost double the distance you travel. In fact, it's possible to continually perform this action to travel in a faster manner.



CRITICAL ATTACK CANCELING

Similar to the Backdash cancel, normal strikes can also be canceled into a weapon's Critical Attack ($\Delta + \times$ + Attack). This is specifically useful for getting in as much damage as possible before your enemy's next attack round. In addition to this, Critical Attacks can also be canceled directly into Jonathan's Martial Art technique (refer to the Relics section), or the Dual Crush of your choice. When used in combination with the Backdash cancel, the end result is the ability to unleash a powerful attack combination that can decimate tough enemies.



Although many enemies attack far too quickly to safely utilize large combinations, some slower enemy types (like the Catoblepas, Malphas, or Heavy Armor) have large enough windows between their strikes to eradicate them with large combos. Since some of these enemies become dangerous if they're left alive for too long (the Malphas specifically), being able to eliminate them in a timely manner is the key to victory. The following is an example of an attack combination that utilizes this method of canceling.



1



Swing at your enemy with Jonathan's normal attack. In this example we're using the Assassin Blade.

2



Just as the swing hits your enemy, press L to cancel it into a Back Dash.

3



Right as the Back Dash initiates, immediately press the O button again.

4



Just as the second strike connects, input the command ++ Attack to initiate the weapon's Critical Attack.

5



When the Critical Attack strikes your enemy, quickly input the command for Jonathan's Martial Art (++ Attack) to commence the final blow.

MACHINEGUN SUBWEAPON

When it comes to canceling normal attacks into a Backdash, it's only possible to go through one repetition. In other words, you can only cancel a normal attack into a Backdash one time during a single sequence. This limitation doesn't exist for Subweapons, which can be canceled into a Backdash as many times as needed. Although most Subweapons have a screen limitation (many only allow two of the same projectile onscreen at once), some Subweapons can have three to four shots onscreen at a time. The Subweapons in question are the Dart and Paper Airplane. Using the Backdash cancel, it's possible to rapidly throw out a stream of projectiles at a rate that's not normally possible. To perform this trick, throw a Dart, then immediately cancel the throw animation into a Backdash. Just as the Backdash starts, immediately cancel it into another Dart toss. Repeat this sequence (→ + O → L Button → ++ O → L Button...) as fast as possible to unload a barrage of projectiles at lightning speed!



STONEWALL DEFENSE

Despite perhaps seeming useless, there are a few occasions where Jonathan's Stonewall ability can defend Charlotte as she casts support spells. Stonewall tends to deflect most projectiles at the cost of HP damage, which is relatively minor because of the massive CON and MND boosts Jonathan receives while in this stance. With a long range spell equipped to Charlotte, such as Explosion, Piercing Light, Cocytus, or Chain Lightning, she can safely cast spells at a distance while Jonathan absorbs the damage his enemies are dishing out.

The most effective way to do this is to use the "Stay" command to summon Charlotte and keep her stationary. Move Jonathan in front of her, then initiate Stonewall. When ready, press the R Button to start casting one of Charlotte's powerful spells.



HERCULES RING

The Minotaur, found in the Dark Academy, drops an interesting item called the Hercules Ring. This item completely eliminates hit stun—the stagger your character enters when they're hit by an attack. Although you still take damage with it equipped, the Hercules Ring makes it nearly impossible for your foe to interrupt your attacks. This is an especially useful when casting Charlotte's magic because the Hercules Ring enables her to cast the spell uninterrupted even if she gets hit.

However, one thing to take note of is the loss of the Hercules Ring property if the wearer is not being controlled. If Charlotte has the ring on, and you're instead controlling Jonathan, then she'll take hits normally. Strangely enough, if the holder is the character being controlled, then both members of your party receive the property.



SALAMANDER, THE BIBLE, AND THE VAMPIRE KILLER

There are three abilities and items to obtain that arguably offer the strongest attack options available. The Salamander spell, sold in Vincent's shop later in the game, summons a fiery dragon that homes in on the enemies in the area. This spell hits multiple times while it's out, dealing massive damage to everything onscreen. In regards to Jonathan, weapons that deal Holy damage are powerful because of the inherent weakness that most enemies have to the element. Specifically, Jonathan's Bible Subweapon and the upgraded Vampire Killer have the Holy element. The Bible itself spirals out from his location, dealing Holy damage multiple times after its release to everything around him.

Combine all three attacks at once, summon Salamander with Charlotte, then throw out a couple of mastered Bibles with Jonathan. While the screen is full of your own projectiles, attack your enemy with Jonathan's powerful Vampire Killer Critical Attack (→→→+V). The end result is a powerful swarm of attacks that can quickly overwhelm most large boss characters in no time at all.



Status Menu

Jonathan and Charlotte grow in strength as you progress through each area of Dracula's castle. With each enemy that's defeated, experience points are obtained, which lead to "Level Ups"—an overall increase in your character's statistics. The items obtained also increase statistics while also granting newfound abilities and techniques.



Pressing the Start button opens the Status Menu, a collection of menus designed to help you manage your characters statistics and items. This section is here to explain the various options available to you in the Status Menu. The following table explains of some of the terms you'll see in the status menu.

MENU STATISTICS

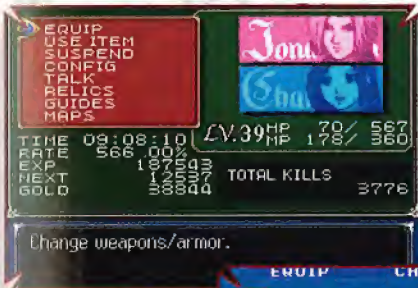
LV	Your current level of experience. Each increase in level raises Jonathan's and Charlotte's stats.
EXP	The amount of experience earned thus far. The more EXP earned, the higher your LV number becomes.
NEXT	The amount of EXP needed to gain another Level.
RATE	The percentage amount of the total castle map you've explored.
GOLD	The amount of gold you currently carry.
TIME	The total amount of time spent playing this particular save file.
ATK	Your base attack power rating. Dictates the amount of damage you deal to an enemy with each successful attack. The damage dealt to an enemy may be higher or lower than this number depending on the resistances an enemy has to your attack.
DEF	Your base defense power. This number eliminates some of the damage dealt to your character. The higher the number, the less damage your character takes.
STR	Your Strength rating. This number affects your ATK power.
CON	Your Constitution rating. This number affects your DEF power.
INT	This is your Intelligence rating. This number affects the strength of your spells.
MND	Your Mind rating. This affects your defense against enemy magic. The higher the number, the less damage magic deals to you.
LCK	This is your Luck rating. This number affects how often enemies drop rare items.

EQUIP MENU

Both Jonathan and Charlotte can be fitted with various armaments, which may change specific stats or grant special properties. Equipment is bought through Vincent's shop, dropped off of defeated enemies, or found hidden inside the depths of Dracula's massive castle. Aside from building EXP and earning Level Ups, finding and equipping new items is the key to survival within Vlad's domain.

The Equipment Menu enables you to use or attach some of these found wares to Jonathan or Charlotte. To access the menu, simply press A on "Equip" in the status menu, then select either Jonathan or Charlotte to choose whose equipment you want to examine. Items are attached by pressing the A button on a category and choosing an item from the displayed list. Select the item that alters your

character's statistics as you wish, then press A again to equip the item.



Weapons

The vampire slaying duo needs a variety of weapons to finish the job. Each weapon class carries various properties—some positive, some negative. Below is a brief description of some of the weapon types you may encounter throughout the game.

WEAPON	DESCRIPTION
WHIP	The traditional weapon of the Vampire Hunter. Its long range, above average attack power, and the flexibility granted from whip skills make it Jonathan's most prominent weapon choice.
KNIFE	As the second fastest weapon class (behind the knuckle), knives are extremely effective at close range. They tend to be very risky weapons to utilize, however, putting you directly in harms way.
SWORD	The ever popular sword is a well-rounded weapon with good range, speed, and attack power. Its only folly is its lack of a wide area of attack.
TWO-HANDED SWORD	The massive two-handed sword swipes downward from top to bottom, hitting anything above or in front of Jonathan. Above average damage output, but the wind up and recovery tends to be terrible.
AXE	The axe imitates the two-handed sword by having the same area of attack. When compared to the two handed sword, it sacrifices more speed for a slightly larger damage output
SPEAR	Similar to the whip, the spear has excellent range and an above average damage output. This weapon class is extremely effective and is often the most consistent choice available.
KNUCKLE	Fist weapons are generally the fastest weapon class in the game, making them extremely useful against enemies that allow you to get close easily. Although risky, they often dish out damage faster than any other class.
BOOK	Charlotte's only weapon class. The books available are mostly magical in origin, often sporting a variety of interesting effects that mostly include objects flying out of her books.

Armor

Three armor types exist—body, head, and legs. All raise DEF to various degrees, while some grant additional statistic increases. We advise that you equip Jonathan with armors that increase DEF, CON, ATK, and STR, while Charlotte should focus more on DEF and INT increases.



Accessories



These often have a wide variety of effects beyond stat increases. Many grant immunity towards negative status effects, while others grant statistic benefits based on factors

like the total amount of money you have. Their unusual abilities make them an incredibly important factor when tackling the dangers that lurk around every corner.

OTHER MENU OPTIONS

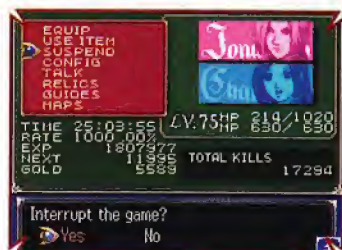
Use Item



These disposable items can only be used once, after which they are gone. Usable items are generally restorative, often raising your current HP or MP amounts. Some restore

your status back to normal after being poisoned or cursed. This item class is accessed through the "Use Item" menu. Press the **A** on the selected item to use it.

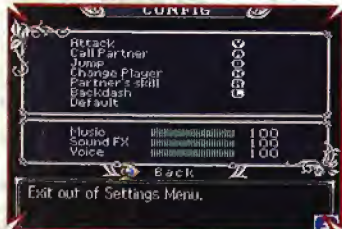
Suspend



This function saves your game in the exact spot you're currently in. Only one of this type of save can be used at a time.

Best used in emergencies, like when your better half

Config



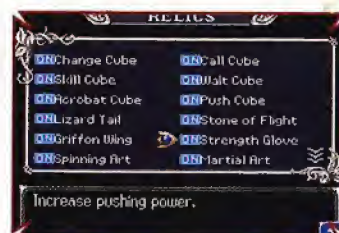
From here you can edit the game's button layout or adjust the volume of individual sound types.

Talk



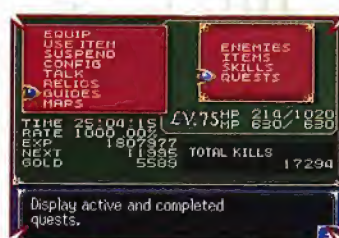
When initiated, this feature shows a brief conversation between Jonathan and Charlotte. This option is mostly here to give you the occasional gameplay tip.

Relics



These items appear as blue cubes you can pick up. Each Relic grants a new ability, whether it's a new type of attack or something that increases your mobility.

Guides



Acting mostly as a collector's book, this menu enables you to view the items, enemies, skills, and quests that you've encountered throughout your journey.

The percentage of each category that you've filled is listed, giving you a visual reference to how much is needed to complete your collection.

Maps



Here you can view the maps for each of the areas you've explored. The percentage shown indicates how much of the total map you've explored. The three feathers outlined in red act as markers. Use the stylus to touch the marker and drag it to any position on the map. This is helpful for keeping tabs on notable areas that you may forget about when proceeding through the castle.

Negative Status Effects

There are a handful of enemies that inflict your character with a negative effect. These ailments carry a wide range of effects that limit some of your character's abilities. The following is a list of the effects that may affect your characters, along with methods to remove them. Note that all negative effects are removed by touching a Save point.

POISON

The Poison effect significantly lowers your STR, INT and MND ratings while periodically dealing minor damage to your Hit Points. This effect is extremely dangerous during the earlier segments of your venture, so it is highly recommended that you stock up on Anti-Venom potions (bought from Vincent's shop). Poison can also be dispelled with Charlotte's Cure Poison spell.



CURSE

This effect rapidly drains your Magic Point meter. Since your partner can't be summoned without MP, nor can you use Subweapons or Spells, Curse can be crippling. The Uncurse Potion, bought in Vincent's shop, removes this effect. Charlotte's Cure Curse spell can also be used.



STONE

Some enemies have the ability to petrify your character, encasing them in solid stone. Although you're not in any immediate danger while encased, surrounding miscreants can still deal damage to you, or do fun things like knock you into spikes. Rapidly moving your directional pad **←**



then **→** cracks the stone and frees your character from entrapment. It's also possible to summon your secondary character to break the stone with their attack.

CHARM

The boss Astarte has the ability to Charm Jonathan, placing a curse on him that removes him from your control. During this period Jonathan will focus his attacks on Charlotte. There is no known way to cure this ailment.



Interacting With Your Surroundings

WARP POINTS

This area enables you to teleport to any other Warp Point found on the map you're currently on. Warp Points show up as a blue marker on your map. It's important to find them as soon as possible when exploring a new area, which should enable you to get around in an easier manner when you have to do a little backtracking.



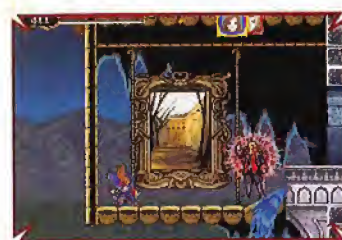
SAVE POINTS



This room allows you to save the current progress you've made on your game. In addition to this, your party's HP, MP, and status is refilled and returned to normal. Save

Points show up as red markers on your area map.

PAINTINGS



The large floating paintings placed throughout Dracula's castle act as Warp Points to new worlds. These areas come packed with

entirely new sets of enemies and items. Venture into these dungeons with the utmost caution.

PROPS/FURNITURE



Candlesticks, dishware, chandeliers, chairs; you name it, gold falls out of it. Many of the objects found in everyday households can be broken when attacked with a weapon. These objects carry the chance of dropping hearts or gold when destroyed. Hearts are always dropped when your MP isn't at 100%, while gold is dropped when your MP is full. The amount of gold dropped is random; 1, 10, 50, or 100 dollar coins can make an appearance. The broken props in question regenerate after you re-enter the room, making it possible to continuously farm gold or hearts from a single candlestick. Keep this in mind the next time you're running low on gold, and don't try this at home kids.

PUSHING OBJECTS

Objects sporting a green glowing aura around them can be pushed by simply walking your character into the object. Pushing objects is helpful for repositioning platforms to jump onto or for revealing hidden areas. Some objects may be too heavy to push at the outset; the Strength Glove relic eventually solves this problem. If one person can't do the job, the Push Cube relic allows you to summon your partner to give you a helping hand by pushing **Y** to summon them while you're already pushing with your primary character.



PRESSURE SWITCHES

A handful of switches exist that are only activated when your character stands on them, or strikes them. Most of these switches open the door to new areas, though on occasion they may prove to be traps. It's worth noting that some switches require both of your characters to stand on them.



BREAKABLE WALLS

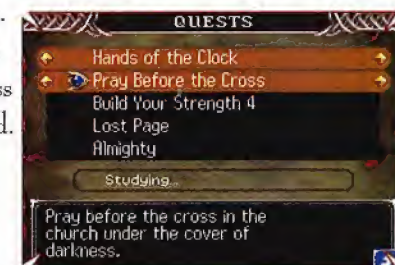


Scattered throughout the game are a few false walls. These walls look like any other, but there's a catch—hitting them with your weapon several times causes them to break, revealing hidden areas. These rooms often hide wondrous treasures that even the wealthiest of vampire hunters will appreciate. That being the case, it's a healthy habit to swing at any suspicious looking walls you come across. But if that's too time consuming, simply look at the maps we've provided in this guide—all of the hidden areas have been revealed for your convenience! The Eye for Decay headpiece, a rare drop from Peeping Eye, also allows you to see breakable walls for yourself.

Wind's Quests

Shortly after taking your first steps into darkness, a mysterious ghost named Wind reveals himself. He offers you assistance by giving you strange quests to complete. These quests reap rewards in the form of helpful items and relics. The descriptions for each undertaking are generally vague, which often makes it difficult to know how to complete the quest. Not to worry though, each quest's description, solution, and reward are listed in the Quest Section of this guide (Chapter 5).

To view Wind's quest menu, press **↑** on your directional pad when standing near him. After entering the menu, press **↑** or **↓** on the directional pad to move the selection through the available quests. When you've found one that suits your current interests, press **A** to begin "studying" the quest. Once a quest has been completed, the quest in Wind's list will change to the color green. Press **A** over the finished quest to obtain your reward.



QUEST REWARD DUPLICATION BUG

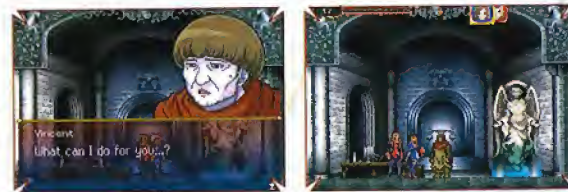
There's an oversight within Wind's quest menu that enables you to repeatedly duplicate the rewards given for completed quests. Pressing the Start Button exits the Quest Menu at *any* point, regardless of how deep you are into the menu. This can be performed when a quest reward is being obtained, which causes Wind to give you the quest reward without actually flagging the quest as "completed". The result is the ability to repeatedly and indefinitely obtain the reward for the quest.

Process

1. Meet the conditions needed to complete Quest.
2. Speak to Wind and select the quest you want to complete.
3. Press the **A** button twice, which should take you to the quest reward screen.
4. Press the Start Button to exit the Quest Menu while Wind's reward is given to you.
5. After your reward is obtained, speak to Wind again. The quest you technically should have completed isn't finished, and the reward may be obtained again. Repeat this sequence as many times as you desire.

Vincent's Shop

The gold you earn throughout your adventure isn't just a trophy; only the best of equipment will do when it comes to vampire cleaving. Directly behind Wind's chamber is Vincent's shop—a makeshift store full of various performance enhancing items. The merchandise included here ranges from healing potions to powerful weaponry. Your hard earned money is the only ticket to obtaining the glimmering wares buried in Vincent's bags, so don't ignore a single penny dropped by your defeated foes.



SHOP MENU

Buy

From here you can purchase one of Vincent's current items. The "Stock" window indicates how much of that item you currently have in your inventory, while "Gold" simply refers to the money you have on you. Pressing ↑ or ↓ on the directional pad cycles through the items. Press ← or → to increase the number of the item you want to buy. When you're ready to buy an item, press A, then select "Ok" and press A once again.

Sell

This option allows you to sell the current items in your inventory. Pressing ↑ or ↓ on the directional pad cycles through the items, while pressing ← or → to increases the number of the item you want to sell (assuming you have several of them in stock). When you're ready to sell an item, press A, then select "Yes" and press A once again. Keep in mind that not all of the items in your inventory can be sold—some are far too unique to let them go, at any price.

Item Display

The Item Display option enables you determine which items you want to sell in "Shop Mode". Only four items can be up for sale at a time. The items selected appear in both the wireless and Wi-Fi versions of your shop.

ITEM APPEARANCE

Not all of the items behind Vincent's counter reveal themselves in the beginning. More and more items become available as you progress through the game. Defeating bosses often triggers the appearance of new shop items. Others make an appearance after you've earned "Points" through buying items in the in-game shop, or selling and buying items online through the Wi-Fi Shop Mode. The points you've earned can be viewed in the main menu to Vincent's shop by pressing the R Button (They appear on the bottom right corner of the screen). The following chart illustrates the percentage of points earned when selling and buying items, whether it's online, with a nearby friend, or when playing the game alone. The percentages earned are based on the total price of the item, so if you buy the 800 gold Blank Book from Vincent's shop, you gain 80 points (earning 10% of the total cost of the item). The "Shop Owner" refers to the person selling items through a Wi-Fi or wireless connection.

PRICE AND POINT ALLOCATION CHART			
	Shops in game	Shops when in Wi-Fi	Shops when Wireless
ITEM PRICE	100%	80%	80%
CUSTOMER'S POINTS WHEN BOUGHT	+10%	+10%	+10%
SHOP OWNER'S POINTS	None	+80%	+40%
SHOP OWNER'S PROFIT	None	+40%	+40%

VINCENT EASTER EGG

Pressing and holding ↑ on the directional pad for approximately 6 seconds initiates a special pose with Charlotte or Jonathan. Performing this pose in front of Vincent causes a special audio conversation to occur. Four conversations exist in all, depending on which character you're controlling and whether or not their partner is summoned. Only one audio conversation can be initiated per room visit, so after hearing one, leave the room then re enter to start another.

AVAILABLE INITIALLY

POTION
TONIC
ANTI-VENOM
UNCURSE POTION
CASTLE MAP 1
BLANK BOOK
KNIFE
BRASS KNUCKLE
TAILCOAT
SUNGLASSES
ENGINEER BOOTS
STUDDED CHOKER
PEARL RING
MASTER RING
FORGET-ME-NOT
DART
SHURIKEN
ROCK RIOT

AVAILABLE AFTER STELLA'S DEFEAT

HIGH POTION
HIGH TONIC
CASTLE MAP 3
KATAR
LANCE
BATTLE AXE
EMERALD CORSET
RUBY CORSET
SAPPHIRE CORSET
VIKING HELMET
DIAMOND TIARA
HIKING BOOTS
OXFORDS
WINGTIPS
GLASS SHOES
PRIMA SHOES
PLATINUM CHAIN
DIAMOND BROOCH
DISCUS
KUNIMITSU
SPIRIT OF LIGHT
DARK RIFT

AVAILABLE AFTER THE DEFEAT OF LORETTA AND STELLA

GOLDEN AXE
DIAMOND CORSET
DALMATICA
ARACHNE HENNIN
SALAMANDER

ITEMS UNLOCKED THROUGH POINTS

ITEM	POINTS NEEDED
POWDERED MILK	1000
MIKO DRESS	2000
SILK NEGLIGEE	3000
FEATHER GEAR	5000
PALUDAMENTUM	10000
SPIKED MAIL	20000
MAGICAL TICKET	25000
HOLY CLAYMORE	30000
RECORD 5	50000

AVAILABLE AFTER DULLAHAN'S DEFEAT

CASTLE MAP 2
BASELARD
JUSTAUCORPS
COMBAT FATIGUES
SILK HAT
MOURNING VEIL
COMBAT BOOTS
SILENT SANDALS
HOLY MANTLE
YAGYU SHURIKEN
KUNAI

AVAILABLE AFTER DEATH'S DEFEAT

CINQUEDEA
SARISSA
VOULGE
COTEHARDIE
SAMURAI HELM
TRAVELER'S HAT
DIAMOND SHOES
ELVEN CAPE
MOON BROOCH
RAMPAGE
EXPLOSION
CHAIN LIGHTNING

3 A GUIDING LIGHT

CASTLE ENTRANCE



Your adventure starts just outside of the famous home of Dracula; a relentless maze of stone and vermin that changes its shape with each and every incarnation. Here the humble priest Vincent greets you with amazement—surprised to see such prominent hunters making an appearance before him. After a bittersweet introduction, proceed east into the shadowy keep.



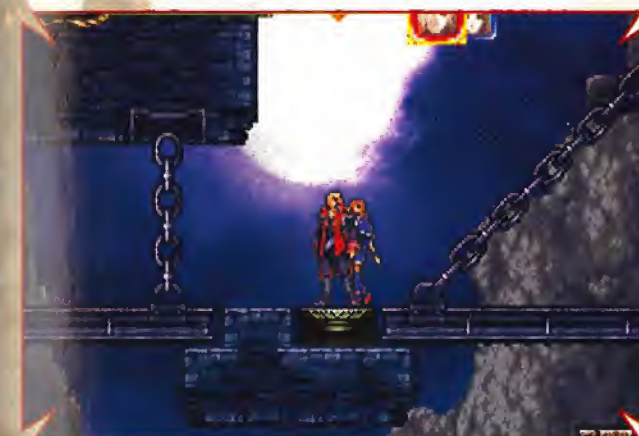
ITEM CHECKLIST

1 SHORT SWORD	7 BOOK OF SPIRITS	11 BEEF JERKY	16 KNIFE
2 CHANGE CUBE	8 HEADGEAR	(BREAKABLE WALL)	17 WHIP SKILL 1
3 CALL CUBE	9 CHAOS RING	12 BEEF JERKY	18 MP MAX UP
4 ALL BOOST	(WHEN ALL QUESTS	13 LAUREL BROACH	19 NEBULA
5 SPEAR	ARE COMPLETED)	14 RAGING FIRE	20 KNEE STRIKE
6 COMBAT KNIFE	10 TOMB OF ARMS I	15 WAIT CUBE	

OBJECTIVE CHECKLIST

POINT 1

When you come to a closed bridge, drop down to find the **Change Cube** relic (Switch main player character with ☉). Jump onto and climb to the top of the platforms to your right. There's another blue cube floating above a grounded switch. Jump over to the item to gain the **Call Cube** relic (Call partner with ☉). Press again to send partner away). Jonathan isn't heavy enough to press the switch all the way down on his own, so press the ☉ button where you're standing to summon Charlotte. With the both of you standing on the switch, the drawbridge lowers, and the entrance to the castle's innards is revealed.



POINT 2

Ever-living Zombies make their first appearance in the castle courtyard. It only takes two hits to bring them down, which shouldn't be a problem with Charlotte at your side. Plow through them and continue moving east until you find a room with a yellow book directly below you. Pick up and equip **Tomb of Arms I** for Charlotte, then go left and grab the **Short Sword** (equip it now if you prefer faster, more damaging weapons). Drop down from the ledge and swing at the wall to your left three times to reveal a cut of **Beef Jerky**. Follow the path east until you find your first Save Point. Save your game, then leave the room and climb up to the northeast doorway.



POINT 3



Frightening Chase

This long corridor contains multiple pillars obstructing your path to the exit. Each pillar has a sectional crack in it, which can be hit with your weapon three times to break and reveal an opening to jump through. After reaching the third pillar, a battered beast charges into the room. The objective is to quickly run east, while cutting through the weakened pillars to avoid being trampled by the monster behind you. Once you reach the end of the path, jump up to the top of the two nearby platforms and stay there until the Behemoth leaves the room.



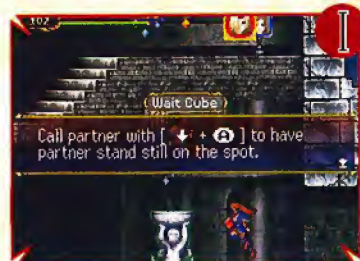
POINT 4

The next room over has an orange symbol floating on the right side of the screen. Grab it to obtain the **Knife Subweapon**, a fast projectile that hits twice for minor damage. Jump up to the northwest door and enter inside. Travel west until you come to a tall statue with a green aura around it.



MOVING THE STATUE

Jump on top of the statue to pick up the **Wait Cube**.



While there, un-summon Charlotte, then press **++A**. Charlotte should warp to the top of the statue with the word "Stay" above her.

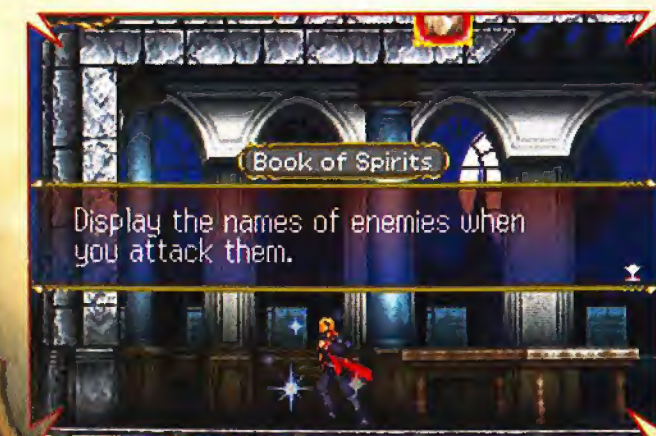
Now, drop to your right and use Jonathan to push the statue to the left.



When the statue is in place, press **X** to switch your controlled character to Charlotte. Now that you're at the top of the pillar, jump to the nearby ledge to your right. Pick up the **Raging Fire** spell, then jump over to the ledge on your left. Move into the west doorway and follow the path.

POINT 5

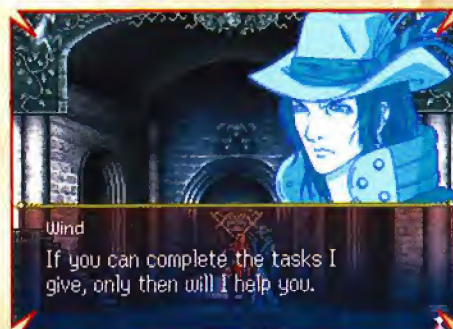
Jump up through the doorway above you. Defeat the Axe Armor inside and obtain the **Book of Spirits**. Return to the last room you were in and enter the southeast doorway in the room.



Display the names of enemies when you attack them.

WIND & VINCENT

Within this doorway lies Wind, a ghost with a troubled past whose soul is now bound to this castle. He offers support in the form of quests with useful rewards. Your first mission, Preparations, is to purchase a Potion and Castle Map 1 from the shop keeper Vincent next door. After doing so, return to Wind to obtain the Lizard Tail relic (press **++B** to perform a slide). While you're here, look through Vincent's other wares to see if you're interested in anything. Stray away from buying equipment for now, since you'll find plenty in the next area. An extra Potion or two couldn't hurt though, so purchase away!



Wind
If you can complete the tasks I give, only then will I help you.

POINT 6

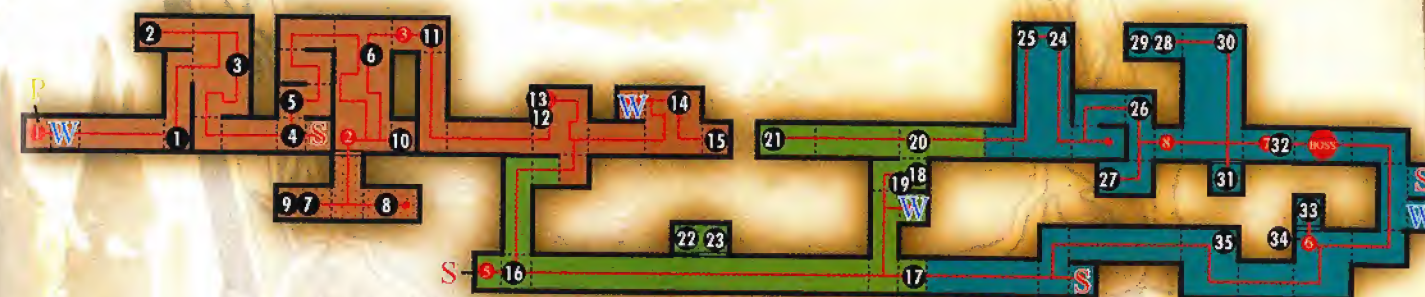
Leave Wind and Vincent behind and jump on the blue glowing switch to your left. Now, make your way up to the doorway in the northwest corner of this room to reveal a Warp Point. Leave the room and head right. Drop down the platform when you get to it and



move west to find a small gap that you can't run through. While facing the gap, press **++B** to use the Lizard's Tail and slide through the hole. Move into the room nearby to enter your first painting—the City of Haze.

CITY OF HAZE

The City of Haze is the first of many paintings that you'll have to traverse through. The enemies here are far more potent and varied than the ones in the Castle Entrance. Pay close attention to the timing of their attacks and the way they move around to get a feel for the way enemies in Castlevania stage an offense.



ITEM CHECKLIST

1 CLOVER TIARA	9 CREAM PIE	17 SKILL CUBE	25 VELVET RIBBON	31 TUXEDO COAT
2 KIRTLE	10 RUSH	18 GALE FORCE	26 MOONWALKERS	32 ACROBAT CUBE
3 LEATHER CUIRASS	11 SANDALS	19 MACE	27 AXE	33 NUN'S SHOES
4 WHITE CORSAGE	12 LEATHER WHIP	20 SUPPORT CUBE	28 THICK GLASSES	34 1000G
5 LEATHER CORSET	13 POTION	21 GON BOOST	29 MILICAN'S SWORD (TOAD MORPH NEEDED)	35 HOUPPELANDE
6 CLAYMORE	14 ENAMEL PINHEEL	22 HEALING MAIL	30 CAPE	
7 GREEN TEA CAKE	15 HOLY THUNDER	23 SACHERTORTE		
8 PAPER AIRPLANE	16 1000G	24 LONG SWORD		



Death Mask



"A demon who flies about, wearing the face of a dead human."

HP	EXP	SP
20	10	1
ATK	DEF	MND
10	8	0

The Death Mask is only a threat when it starts to inhale cold air. This is the starting phase to a spray attack that showers the screen with icy needles. Defeat the Death Mask before it has a chance to initiate this attack. A quick blast from Charlotte's Raging Fire and a single attack afterward should do the trick.



Andras



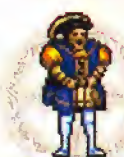
"A demon who rides a wolf and carries a flaming sword."

HP	EXP	SP
70	17	1
ATK	DEF	MND
14	0	0

BIKER'S JACKET 8.28%

FALCHION 6.90%

The demon Andras sports a hefty amount of HP when you first run into him. Unfortunately for him, he's quickly dealt with by casting Charlotte's fully powered Raging Fire (press **↑+V** then hold button until bar is full and flashing). He just so happens to drop two extremely powerful items, making it worth the time to repeatedly hunt him. Specifically, the Biker's Jacket, which raises many of Jonathan's key statistics several points. Retreat to the Save Point directly to the east of first location you find him in if you run low on MP.



Zacchino



"A stylish and sociable demon who is quite attentive to the ladies."

HP	EXP	SP
35	9	1
ATK	DEF	MND
11	0	20

HERO'S CAPE 4.83%

CUTLASS 3.45%

Approaching the flamboyant Zacchino with Jonathan causes him to attack with a lightning fast sword strike, which is his only form of offense. If you approach him with Charlotte, Zacchino kneels down and lovingly offers her a rose. Since he doesn't bother attacking her, use Charlotte to tackle this fiend while you're still getting used to dealing with enemies in Castlevania.

On another note, Zacchino's rare drops are both worthy pieces of equipment at this stage in the game. The Hero's Cape has especially useful stats, and it can only be obtained from Zacchino.

OBJECTIVE CHECKLIST

POINT 1

Head east and follow the path into a nearby building. Pick up and immediately equip the **Clover Tiara** lying in this room. Climb the platforms up to the northeast doorway then continue following the path in the next room over. Pay no attention to the meat



storage room in the northwest corner of the map, you can't do anything with it until you receive Wind's **Super Sonic Punch** quest. Equip the **Leather Cuirass** when you get it and continue onward.

POINT 2

The floor in this area is false. Use the **Claymore** found in the northeast corner of the room and swing at it three times to break it. After dropping to the bottom of the new area, defeat the **Student Witch**, and attack the wall to your right to reveal another hidden room. Enter the room and grab the **Paper Airplane**, then leave the room and



check out the left area that you passed earlier. Defeat the **Skeleton Bartender** and obtain the **Cream Pie Subweapon**. When you're finished, climb back up to where you broke the floor, then go east to find your first **Dual Crush**: **Rush**.



THE DELICIOUS CASH REGISTER

The cash register found in the hidden room in Point 3 opens when it's hit with a weapon. The register stays open until money is dropped into it, which can only be done by destroying the lantern directly above the register and hoping for coins to drop out of it. When enough money is dropped into the register in this manner, a dessert rises out of the table, which can be taken and consumed. Several different sweets can be obtained here if you drop enough money in. These items include the **Wheat Roll**, **Sachertorte**, **Mille-feuille**, **NY Cheesecake**, **Tarte au Poire**. Unfortunately, the final two cakes require a ton of money to obtain, so if the going gets tough, come back here later with the **Gold Ring** (dropped from **Gold Skeletons** in the nest of evil) to increase the amount of money that drops from the lamp above.



POINT 3

Equip the **Sandals** you find, then continue onward. You'll eventually end up outside again on a street infested with **Zombies**. If you're interested in getting started with fill-



ing out your enemy list, a rare creature named the **"Wight"** can be summoned here if you kill all of the **Zombies** in the area. Whether you kill him or not, proceed east into the next building.

POINT 4

Pick up the **Leather Whip**, but don't bother equipping it yet, your **Claymore** is more useful to you at the moment. Continue heading east and ignore the path leading south.



Initialize the **Warp Point** and grab the **Enamel Pinheels** and **Holy Thunder Dual Crush** (which is far more useful than **Rush**). Backtrack a bit and head back to the path going south.

POINT 5

Use the **Save Point** to regain your **HP** and **MP**, then travel east to the mine cart and lever. Use the **Stay** function to place one of your characters into the mine cart and move your other character next to the nearby lever. Press the attack button to hit the switch, then immediately press **X** to switch over to the character in the mine cart. The mine cart



should carry you across the room, destroying the barrier at the end. When you arrive at your destination, go north to grab the **Gale Force** spell and a **Mace**, then backtrack down and start heading east again.

POINT 6

There's a hidden room here that's veiled by another false wall. Swing at the roof with your Claymore three times to reveal the path. The **Nun's Shoes** inside are a fitting pair for Charlotte. They're also needed for a quest later ("Holy Appearance", refer to Chapter 5). When finished, continue following the path until you find a Save Point. Save your game and travel forward to eventually find the boss of the area.



Dullahan



"A beheaded knight who carries his severed head."

HP	EXP	SP
600	500	40
ATK	DEF	MND
20	0	0

Just as you enter this fight, remove your Claymore and equip the Leather Whip that you picked up earlier in this area. Move in and repeatedly attack Dullahan from the absolute tip of your attacking distance.

He has four major attacks to look out for while you're assaulting him. The first is a forward lance thrust, which is avoided by standing in place. You may have to Backdash if you're a little too close to him to avoid running into his knee.

The second is a flying lance dive, which summons a series of blades out of the ground once he hits the floor. This is avoided by using the Lizard's Tail (+⊕) to slide under him when he leaps into the air.

His third attack is initiated when Dullahan attaches his head to his body. A series of homing projectiles fly towards you. These can be evaded by moving away from your current location just before the bolt hits.

His final attack occurs immediately after his third, throwing his head across the screen while a bunch of small bullets spiral away from it. Avoid the projectiles by staying grounded and watching the trajectory of the bullets. If there's ever a point where a few shots can't be avoided, use your whip to hit and negate them (the whip covers the area just above Jonathan's head).

All of the aforementioned attacks have heavy recovery periods. Use these windows of weakness to assault him with rapid whip strikes and walk away victorious.



POINT 7

The room west of Dullahan's quarters contains the **Acrobat Cube**, a relic that enables you to bounce off of your partner's shoulders (jump near the top of your partner, then press ⊕). Continue on to the next room over and swing at the floor just as you enter with your Claymore to uncover a hidden room. Grab and equip the **Tuxedo Coat**, then jump out of the room and proceed west. Use the Acrobat Cube ability to jump over the tall west wall. Climb up to the northwest corner of the room and enter the doorway to obtain the **Thick Glasses**. Leave the room and use the floating pads to jump to the northeast end of the room. Use the acrobat technique once again to jump up to the ledge with the **Cape** on it. When finished, exit the room through the southwest exit.



POINT 8

Move west until you come to a path leading south then take it to grab an **Axe**. Leave the room and make your way north. When you reach another tall room, check both the northeast and northwest corners to find a **Velvet Ribbon** and a **Long Sword**. Exit out the southwest corridor and walk that direction until you're outside again. Grab the **Push Cube**, then move the carriage by moving Jonathan against it and summoning Charlotte. With the path cleared for later use, ignore it for now and go west. Plow through the two Andras and the stream of Axe Armors to receive the **CON Boost** spell. With that finished, head back to the nearest Warp Room (remember the carriage you pushed?) and make your way back to Wind.



CASTLE ENTRANCE



ITEM CHECKLIST

- 1 SPEAR
- 2 COMBAT KNIFE
- 3 WHIP SKILL 1

OBJECTIVE CHECKLIST

SUPER SONIC PUNCH

Wind is now ready to start giving you quests. The first is the Super Sonic Punch mission, which is done inside the City of Haze. A room in the top left corner of the map has meat hanging off of its walls. Remove your weapon and punch the meat with your bare hands to receive the requested Ground Meat. Take it back to Wind to receive the Bullet Punch weapon.

Check back with Wind every time you finish a stage for new quests that may be available. When a new mission that strikes your fancy appears, refer to the Quest section of this guide (Chapter 5) for more details.



POINT

Return to the **Whip Skill 1** relic you couldn't get to before. Save your game in the southeast room below you. When finished, use the Acrobat Cube's ability to jump up to the cube. Continue east, picking up the **Spear** you come across. The white door above you leads to a fight with Behemoth, so if you're ready to rumble, step inside.



Behemoth



HP	EXP	SP
800	1000	45
ATK	DEF	MND
36	0	0

"A beast who rebelled against heaven; it fought on even after it was killed."

The wretched beast that pursued you before is back, and he means business. As the match starts, move close to the Behemoth and start taking stabs at him with the Spear that you picked up earlier. Dismiss Charlotte to keep her out of harms way, only summoning her on occasion to use Raging Fire. Cancel your attacks into a Backdash to make quick retreats if he ever moves too close to you.

The Behemoth initiates a charging attack every time he grinds his hoof twice. Whenever you see him wind up for it, retreat to one of the ledges at either end of the stage and jump on top of it. As he charges toward your location, use the ledge to jump over him when he's close. He has a second leaping attack with a wind up that looks similar to the charge. If he ever grinds his foot only once (while lifting his head), stay near him and use the Lizard's Tail to slide under him as he leaps over you. After either attack, Behemoth leaves the screen. He enters the room again charging—from the end of the screen he left. Keep your distance and run away from him until he makes a stop, then continue your attack (switch over to Charlotte and use a fully powered Raging Fire, then switch back to Jonathan).

Being the resourceful monstrosity that he is, the Behemoth mixes in

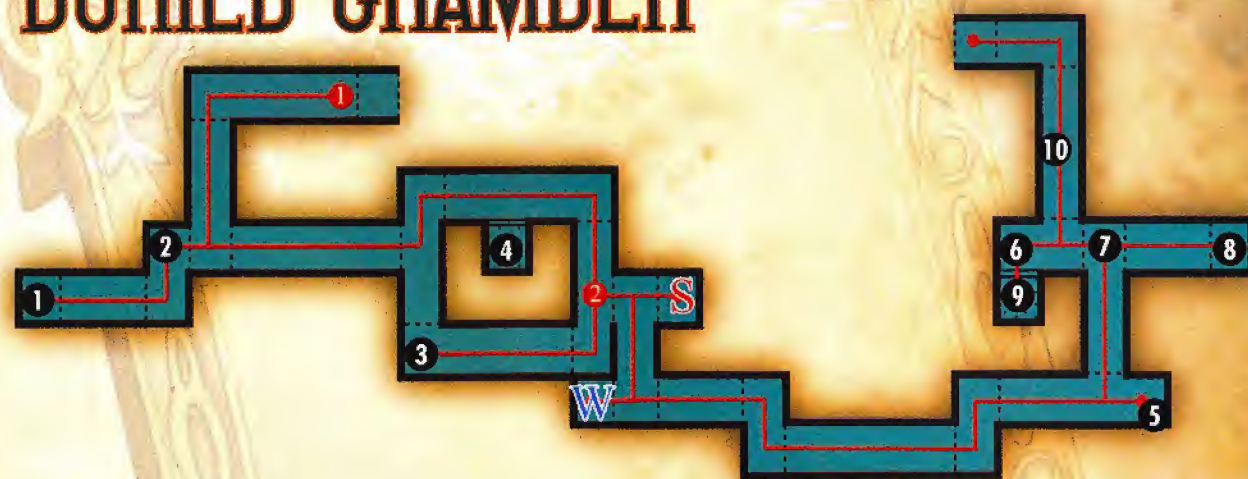


POINT 2

After the Behemoth's fall, exit the room and go south (ignore the east path as it's blocked at the moment). There's a hidden room just below the mauled steel bars. Swing at the left wall three times to reveal the path to the Combat Knife. When you have the knife, continue going south and enter the left door.



BURIED CHAMBER



ITEM CHECKLIST

1 OFFENSIVE FORM	4 HP MAX UP	6 ICE FANG	9 MP MAX UP
2 ANTI-VENOM	5 BREAKABLE WALL	7 POTION	10 COPPER PLATE
3 CESTUS	"BOILED STARFISH"	8 BANDANA	



Slime



"A creature made of a slimy gel. Resistant to physical attacks."

HP	EXP	SP
20	45	2
ATK	DEF	MND
26	10	0

The Slime is highly resistant to physical attacks. Use Charlotte's Raging Fire to quickly dispatch of the fiend without taking any damage in return.



Dragon Zombie



"A zombie dragon. It lost its magic, but has become mindlessly violent."

HP	EXP	SP
350	150	5
ATK	DEF	MND
29	0	0

GLADIUS	6.90%
ZWEIHANDER	5.52%

This sucker only appears once in this dungeon (near Objective Point 2), disappearing until later stages after his defeat (Mermen take his place upon entering the room again). Despite being dead, he still has plenty of fight left in him, dealing 40+ damage every time he hits you. Switch over to Charlotte and assault him with fully powered Raging Fire blast from as far away as possible. Summon Jonathan to back the damage up with two-handed sword swings to bring this monster down as fast as possible. If you're lucky, you may end up with one of his powerful item drops.

OBJECTIVE CHECKLIST

TRICKY JUMPING

The wooden platforms in this area rotate just as you land on them, causing you to fall immediately. In order to use them as a means to get to higher places, jump off of the platforms immediately after landing on them to ensure that you don't fall.



POINT 1

The Golem that greets you at the entrance to this dungeon only has two attacks, one of which completely misses you if you're grounded (the punch). His three-way projectile attack can be nullified by swinging at the shots with your weapon. Use a few bursts of Raging Fire to burn the monster to rubble, then make your way southwest until you reach a road split (a door on each side of you). Take the west path to eventually find Jonathan's **Offensive Form** ability. Backtrack to the east path and follow it until you come to another road split. Both paths eventually lead to the same place, but both have a different item in it worth getting. Go north first, which leads to a long hallway with a hidden room right smack in the middle of it (hit the floor with a Claymore three times to get a **HP Max Up**). The Frozen Shades in this area are extremely weak to Charlotte's Raging Fire, so use it at close range to make quick work of them. When you reach the other side, drop south and loop around to the south path you skipped before. An enemy named the Invisible Man makes his first appearance here (or doesn't, depending on how you look at it). Deal with him by attacking him early, while he's dropping his clothes on the ground. If he manages to turn invisible before you beat him, pay close attention to the distortion he creates onscreen to find him. When you've made the Invisible Man permanently invisible, travel west to obtain a **Cestus**.

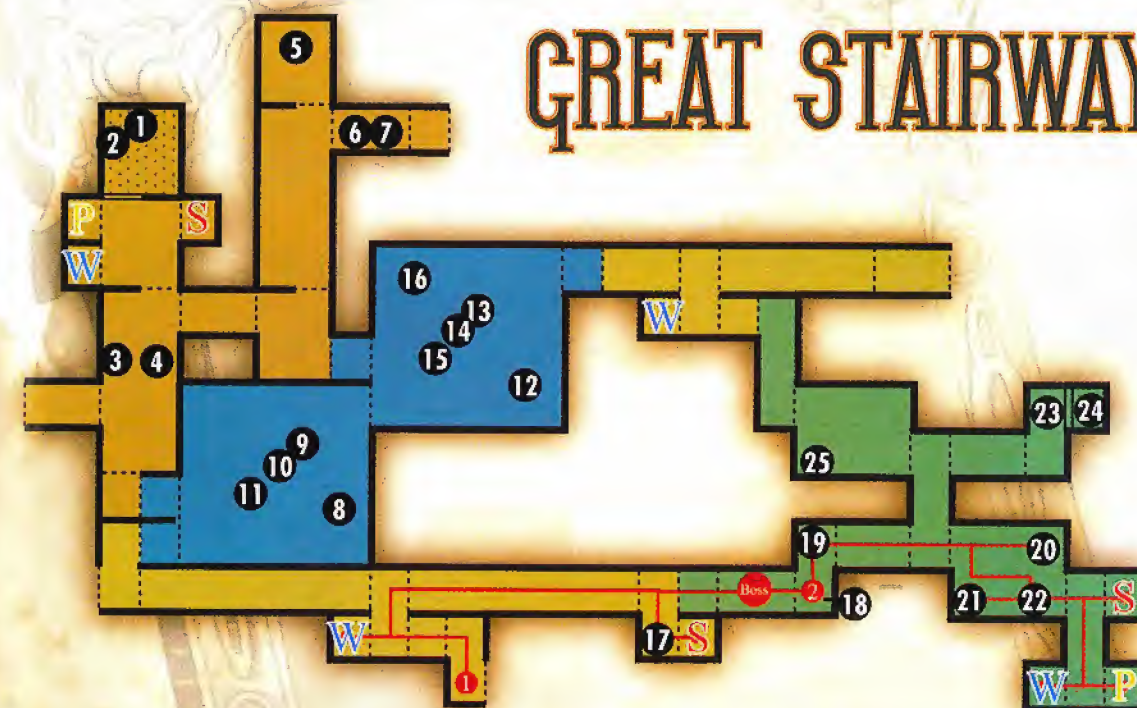


POINT 2

Backtrack, head up to the nearby Save Point and save your game, then proceed down the shaft. Open up the Warp Point at the bottom. Start traveling east and continue heading that direction until you reach a dead end with a pipe in front of you. Swing at the pipe to reveal a **Boiled Starfish**, then leap up the platform behind you and travel north. When you reach a path split, go east to find a **Bandana**, backtrack, and go west. Maintain this heading until you find the **Ice Fang** spell, then swing at the floor here with your Claymore to reveal a hidden room containing a **MP Max Up**. Leave the room and continue moving north, grabbing the **Copper Plate** along the way.



GREAT STAIRWAY



ITEM CHECKLIST

1 NUN'S ROBES	6 2000G	11 JADE CORSET	16 STR BOOST	21 NUN'S HAT
2 MP MAX UP	7 2000G	12 TOMB OF ARMS 2	17 DON QUIXOTE	22 BREAKABLE WALL "BATHROBE"
3 WHIP KNUCKLE	8 HP MAX UP	13 TONIC	18 STONE OF FLIGHT	23 GOGGLES
4 IRON PLATE	9 MONACLE	14 POTION	19 PARTISAN	24 AXE BOMBER
5 SEQUINED DRESS	10 UNCURSE POTION	15 PONCHO	20 IRON LEGGINGS	25 INT BOOTS



Lerajie



"An evil hunter. Uses ricocheting bullets to kill from afar."

HP	EXP	SP	ATK	DEF	MND
72	42	2	28	0	20

AMETHYST CORSET 8.28%

RICOCHET ROCK 8.28%

Lerajie telegraphs its firing path with glowing lines, which act as a guideline as to where you should retreat to. Even still, the best way to deal with this foe is to defeat it before it even has a chance to fire. It's also worth noting that both of Lerajie's rare drops are easy to get and very useful. The Amethyst Corset in particular is one of the better armor choices for Charlotte at this point in the game.

Persephone



HP	EXP	SP
60	35	2
ATK	DEF	MND
22	0	20

FRILLY CAMISOLE.....5.52%

PUDDING BUCKET.....2.76%

*"The count's demonic maid.
She seems to have bought a new vacuum cleaner."*

The maids here named "Persephone" are vacuuming Dracula's filthy castle (possibly the left over shards from the many wine glasses Drac has thrown around over the years). If the vacuum's nozzle touches your character they'll become temporarily frozen. This basically does nothing but leave you at the mercy to any other enemies that may be around. After you're "clean," the maids put the vacuum down and enter a martial arts stance. They have a variety of punch and kick attacks at their disposal, but none of them have the range needed to hit you when you're using a spear or whip from a distance. Repeatedly attack Persephone as she's charging you with the vacuum cleaner to defeat her before she can enter her deadly stance!

OBJECTIVE CHECKLIST

POINT 1

After clearing the Buried Chamber, go east. When you see an opportunity to go south, take it to find a save point and the **Don Quixote** book for Charlotte (your first book that deals fire elemental damage). The boss Keremet awaits you to the east. So save your game and prepare to rumble.



POINT 2

After Keremet's defeat, continue heading east to find the **Stone of Flight** (Double-jump in midair; press **B** after your initial jump). Use the new ability to jump up to the platform high above you, then start moving east again (grab the **Partisan** at the top of this area before leaving). Ignore the path leading north and continue going east. Pick up the **Nun's Habit** head piece at the bottom left corner of this room, then leave the area through the southeast corridor. The next area has a Save Point, Warp Point, and a painting that leads to the Sandy Grave area.



BATHROBE

One of the later sections of the Great Stairway has Skull Archers and Lerajie patrolling an area with three floors. The east end of the second floor has a weak structure, causing a small section of it to collapse (which is triggered by walking over the area repeatedly). After the collapse, the right corner of the remaining bridge can be hit with a weapon three times to reveal a Bathrobe.



Keremet



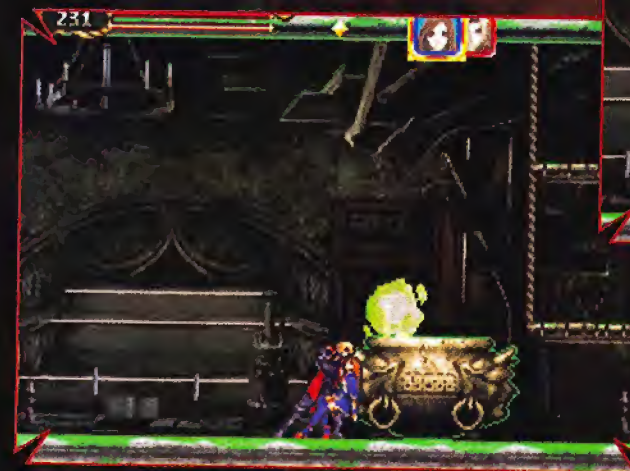
HP	EXP	SP
666	2000	50
ATK	DEF	MND
39	0	0

"A demon that lives in small, enclosed spaces."

Keremet resides in a giant boiling pot, and he doesn't bother to come out unless you hit the pot repeatedly. When he does come out, Keremet is extremely tall. His weak point happens to be his head, which is very difficult to hit initially.

Instead of trying to repeatedly jump and hit him, dismiss your partner and walk into the pot while Keremet is inside to begin pushing it to the east. Summon your partner to help push the pot until it's next to the two platforms on the east side of the room. Jump over the pot with Jonathan and climb to the highest platform and turn to the left. Charlotte should stay directly next to the pot and begin to attack it. Keremet eventually answers the challenge and reveals himself; however, he'll be facing Charlotte's direction. With his back turned to Jonathan, you're now free to attack Keremet without the threat of taking direct damage.

Pay no attention to the slimes that close in on Charlotte's location, the MP damage is relatively minor (nor do you need MP for this fight). If Keremet begins to fire bolts that rain down towards Charlotte's location, press the **Q** button to dismiss her, so she can avoid the attack. Reposition Charlotte back to where she was, after Keremet retreats into his pot, and repeat the process until he is destroyed.



SANDY GRAVE

The scorching deserts of the Sandy Grave feature your first invincible enemy, the Red Skeleton. These creatures cannot be permanently defeated at this point in the game (a weapon called the Undead Killer can destroy them, but it isn't available until later). Attack them once so they fall over, then use their moment of passivity to move beyond them.

This segment of the walkthrough only covers the upper half of the Sandy Grave. The lower half contains a spell that cannot be obtained yet. The small portion the area that's left unexplored is covered later in this guide.



ITEM CHECKLIST

1 IRON WHIP	7 HIGH TONIC	14 CRYSTAL NECKLACE	21 2000G
2 KAISER KNUCKLE (OWL MORPH NEEDED)	8 CHARM NECKLACE	15 PUMPKIN PIE	22 HIGH POTION
3 MACE	9 GLAMOROUS PUMPS	16 CLEAR SKIES	23 LORICA
4 HIGH POTION	10 BWAKA KNIFE	17 2000G	24 SANCTUARY (TOAD MORPH NEEDED)
5 STRENGTH GLOVE	11 BAHQ NAHK	18 2000G	25 MP MAX UP
6 UNCURSE POTION	12 HP MAX UP	19 DIAMOND BROOCH	
	13 ROYAL SANDALS	20 1000 BLADES	



Crossbow Armor



HP	EXP	SP
111	95	3
ATK	DEF	MND
27	0	0

"An armored warrior equipped with a crossbow and exploding bombs."

The Crossbow Armor periodically releases a grenade powered crossbow shot, which detonates in a burst of flames whenever it makes contact with something. It's possible to deflect the shot just as it is launched at you, causing it to hit the Crossbow Armor for over 100 damage.

It's worth noting that the Crossbow Armor's Silver Plate rare drop is worth hunting. It increases your DEF 8 points more than the Tuxedo Coat, which is a huge leap in DEF. If obtained now, you won't need another piece of armor for a long while.



Armor Knight



HP	EXP	SP
60	48	3
ATK	DEF	MND
28	0	0
LONG SPEAR	9.66%	
JAVELIN	8.28%	

"An armored zombie warrior who carries a spear."

The Armor Knight's rare drops are incredibly useful to you this early in the game. The Long Spear is a devastatingly powerful weapon that's almost double the strength of the majority of the weapons you have now. In addition to this, obtaining and mastering the Subweapon "Javelin" is essential to completing Wind's "The Spear of Legend" quest. Both drops are somewhat frequent, so they aren't difficult to obtain. Get them as soon as possible.

OBJECTIVE CHECKLIST

POINT 1

Move east, plowing through the many Mummies that obstruct your path. When you arrive at the Sand Worm, cast a fully powered Raging Fire a couple of times to kill it with ease.



Once it's gone, stand inside the sand pit that was birthed to eventually fall into a secret room with a HP Max Up inside. Leave the room and continue east until you find the Steel Whip, then jump up and save your game at the nearby Save Point.

POINT 2

Go east, ignoring the first path leading south that you come across. As you reach a room with spiked boards hanging from the roof, proceed with caution. Walking under the spikes triggers the boards to fall. To pass them safely, take a few steps under it to trigger the fall, then immediately move out from under the board to avoid colliding with it. After it hits the ground, double-jump over it before it starts to lift into the air again. The next room over contains several Armor Knights and a few stacks of Bone Pillars. Check the corners of the room for the Clear Skies spell and 2000G. The next room has another set of spike traps and a path leading south. Take it and move west when



you come to a path split. The square room at the end of this path has 2000G and the 1,000 Blades Dual Crush ability. Leave the room then make a stop in the room to your east. A Mimic is defending a High Potion at the top of this room. Defeat it to safely obtain the item.

POINT 3

Continue traveling east, past the large rectangular room swarming with Red Skeletons. When you end up outside again, eliminate the Sand Worm and Corpseweed with Raging Fire to clear the path to the Bahq Nahk. Go west back to the triangular room and use the Acrobat Cube and double-jump abilities to reach the Buwaka Knife in the northeast corner of the room. Exit through the northwest corridor and keep heading that direction. Devil Wheels roll down the rooms with steep hills at an alarming speed, so take caution when walking up the hill and jump when you see him rolling towards you. After walking up the two rooms with inclines, the next room over contains spike cylinders that drop from the ceiling. Enter the room slowly, and then walk past the cylinders just after they begin to rise to the roof after dropping. After passing the room, save your game at the nearby Save Point then continue moving west.



POINT 4

Elgiza, a giant Egyptian statue, must be defeated to safely reach the nearby Warp Point. Use jumping attacks to strike at both his arms and head, using a Backdash on occasion when he tries to swing at you. Holy Lightning deals a massive amount of damage to the beast, so use it if you have the MP to spare. Once he's dealt with, pass the Warp Point room then move north after reaching the large rectangular room. The next room up holds a massive wall of Bone Pillars, which are defending the path to the Steel Ball Subweapon. Use Charlotte's a few bursts of a fully powered Raging Fire from a distance to defeat the deadly tower. Continue north until you see a corridor leading east then enter it. Continue east (read the following warning about the southern path in front of Amphisbaena) until you reach the Save Point at the northeast corner of the map. The boss fight with Astarte awaits you to the north, so save your game and prepare yourself for the fight to come.



The Abyss to Footwear

The pit in front of the Amphisbaena leads to a pair of Royal Sandals, which is an exceptional piece of footwear for Charlotte. The drawback to obtaining this item is that you can't return to the area you dropped from, you have to loop back around through the left side of the map again. It's recommended that you go to the Warp Point at the northeast corner of the map first, then go back to the pit leading to the Royal Sandals. Use the Warp Point to the east of the bottom of the shaft to return to the area near Astarte..



POINT 5: THE GREAT GHOST

This area yields several spawning points for Ghosts. Defeating all of the Ghosts in the area triggers a new type of enemy to spawn called the Great Ghost. Although he doesn't drop anything useful, the Great Ghost's defeat is needed for Wind's "Ghosts of the Desert" quest. Even if the quest isn't activated yet (it should make an appearance just after completing the Sandy Grave), the Great Ghost's death still counts towards the quest when you do start it. The reward for the quest is the Bible Subweapon, which is easily one of the better Subweapons available.



POINT 6

After Astarte meets her end, go west out of her room and follow the path. The Strength Glove relic awaits you at the end, enabling you to push some of the heavier blocks that you couldn't before. With that in hand, find the nearest Warp Point and teleport yourself to the entrance to the Sandy Grave. Go west and leave the dungeon.



Astarte

"A woman of irresistible beauty. No man can defy her will."



HP	EXP	SP
1500	3000	50
ATK	DEF	MND
48	0	50

Astarte has many projectile attacks at her disposal, like a green lightning attack, and a tornado attack that fires forward. The lightning attack is avoided by moving away from her as it starts. The tornado move can be avoided by double jumping vertically.

Both of these maneuvers are relatively tame when compared to her most dangerous ability, which is a spray of heart-shaped projectiles that charm Jonathan—placing a curse on him that removes him from your control. During this period he focuses his attacks on Charlotte, which can be devastating to your assault because of Jonathan's dreadfully strong physical attacks. What's worse is Astarte's amazing resilience against magical attacks, which makes Charlotte's spells useless against her.

Avoid her Charm attack by double jumping over the spray of bullets just as they fly towards you. If you fail, and Jonathan becomes charmed, you have no choice but to attack him until he kneels over, in which case Jonathan becomes playable again after a little time passes.

Avoiding her attacks, however, may not be necessary. The 1,000 Blades Dual Crush absolutely massacres Astarte's HP. When performed from as far away as possible (with Jonathan dismissed to avoid the threat of Charm), Astarte rarely reaches you in time to stop the barrage of blades. After landing the first set of knives, avoid Astarte until your ability to do a Dual Crush is up again, then create some distance and initiate it once more to end the fight with ease.

If something goes wrong, and you don't have the MP to use 1,000 Blades, rely on Jonathan's physical attacks to end the fight. The Long Spear or the Steel Whip deal plenty of damage to Astarte. The only thing you need to look out for is Charm, which leaves you crippled if she manages to hit Jonathan with it.





GREAT STAIRWAY

ITEM CHECKLIST

1 NUN'S ROBES	8 HP MAX UP	15 PONCHO	22 BREAKABLE WALL "BATHROBE"
2 MP MAX UP	9 MONACLE	16 STR BOOST	23 GOGGLES
3 WHIP KNUCKLE	10 UNCURSE POTION	17 DON QUIXOTE	24 AXE BOMBER
4 IRON PLATE	11 JADE CORSET	18 STONE OF FLIGHT	25 MIND BOOST
5 SEQUINED DRESS	12 TOMB OF ARMS 2	19 PARTISAN	
6 2000G	13 TONIC	20 IRON LEGGINGS	
7 2000G	14 POTION	21 NUN'S HABIT	



Hill Guard



HP	EXP	SP
60	77	2
ATK	DEF	MND
31	15	0

IRON HELMET.....2.76%

"An armored warrior who specializes in fighting on uneven ground."

The large rectangular rooms in this area are defended by Hill Guards, ten need to be defeated to complete Wind's "Defender of the Stairs" quest. When approaching them from the east, they attack at an angle that's often difficult to hit. Jump over them to take the low ground, then jump vertically and attack them from below.



Lilith



"An enchanting demon who deludes her victims with mystifying beauty."

HP	EXP	SP
83	76	2
ATK	DEF	MND
31	0	50

SILENT SANDALS.....4.14%

LILITH CORSET.....2.76%

Lilith is one of the few enemies that has the ability to inflict both poison (punch attack) and curse (a delicate kiss) on her victims. Fortunately for you, she doesn't attack often, giving you ample time to eliminate her before she has time to attack. Move into range and use quick attack combos (attack ⇒ Backdash ⇒ attack) with a sword or whip to deal with her efficiently.

OBJECTIVE CHECKLIST

POINT 1

After teleporting back to the Great Stairwell, travel north and take the northern path you passed by earlier in this area. When you reach a road split, take the east path and follow it until you find Goggles. Directly to the right of the Goggles is a breakable wall. Tear it down to reveal a room holding the Axe Bomber Dual Crush. Grab the



item and backtrack to the road split and go west. Obtain the MIND Boost spell and make your way over to the Warp Point a few rooms over. When you reach a road split, take the west path.

POINT 2

The Poncho, Potion, and Tonic are reached using acrobat and double-jump. Pick up the STR Boost and Tomb of Arms 2 before exiting the area through the northwest corridor. After a single empty hallway, the next room over has a two doorways, one leading west, and the other going north. Take the north path to the top of the tower to find a Sequined Dress, then backtrack to the road split and go down the west path. After crossing a bridge that connects to another tower, go into the northern gap in the roof. This area contains a Warp Point, Save Point, and the portal to the Nation of

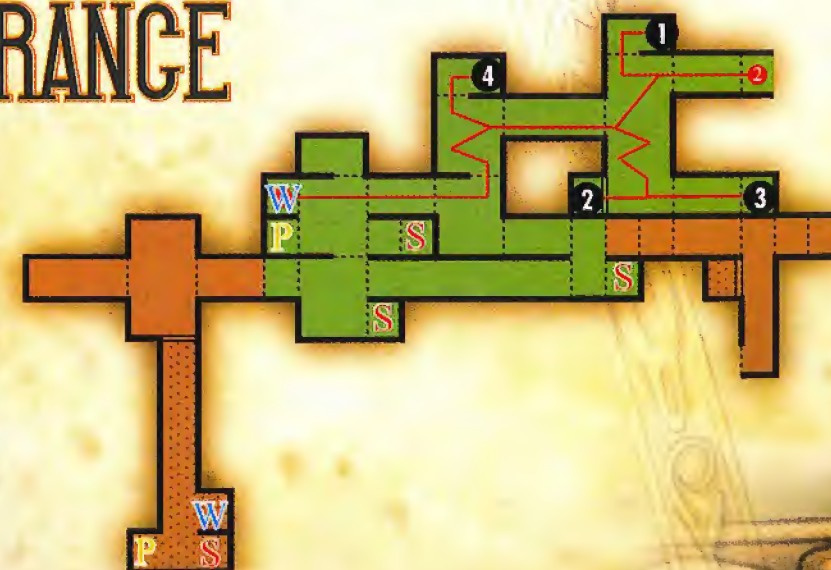


Fools stage. The roof directly outside of the room that leads to the Nation of Fools portal is a breakable wall. Hit it three times to reveal a path to the Nun's Robes. When finished, use the portal to teleport to the Castle Entrance; the Warp Point just outside of Wind's abode.

ENTRANCE

ITEM CHECKLIST

- 1 NEBULA
- 2 MP MAX UP
- 3 KNEE STRIKE
- 4 LAUREL BROOCH



OBJECTIVE CHECKLIST

VISIT WIND

A few new quests should be available, specifically the "Ghosts of the Desert", "Defender of the Stairs", "Overcome the Curse", and "The Spinning Art" quests. The Ghosts of the Desert quest should be almost completed by now if you killed the aforementioned Great Ghost in the Sandy Grave, along with the Spinning Art quest that can be done at any time. The Defender of the Stairs quest should also be finished if you killed 10 Hill Guards.



POINT

I

Using the Acrobat Cube and double-jump ability, go north from here and obtain the **Laurel Brooch**. Drop down to the previous room and take the east bridge over to the next tower. Go to the southwest corner of the room and attack the wall there three times to reveal a hidden room containing an **MP Max Up**. Return to the previous room and proceed east to eventually find the **Knee Strike** ability for Jonathan. Exit back to the main tower and go north. At the northwest corner of the room is a block. Summon your partner to help you push it to the left a bit, then use it to double jump up to the hole in the roof. Inside lies the **Nebula**, a powerful whip weapon that homes in on



your enemy's location. From here, return to the previous room and take the east bridge over to the tower in the Great Stairway. Make your way back to the warp that leads to the Nation of Fools and enter the painting.

POINT 2: BUILDING MAP PERCENTAGE

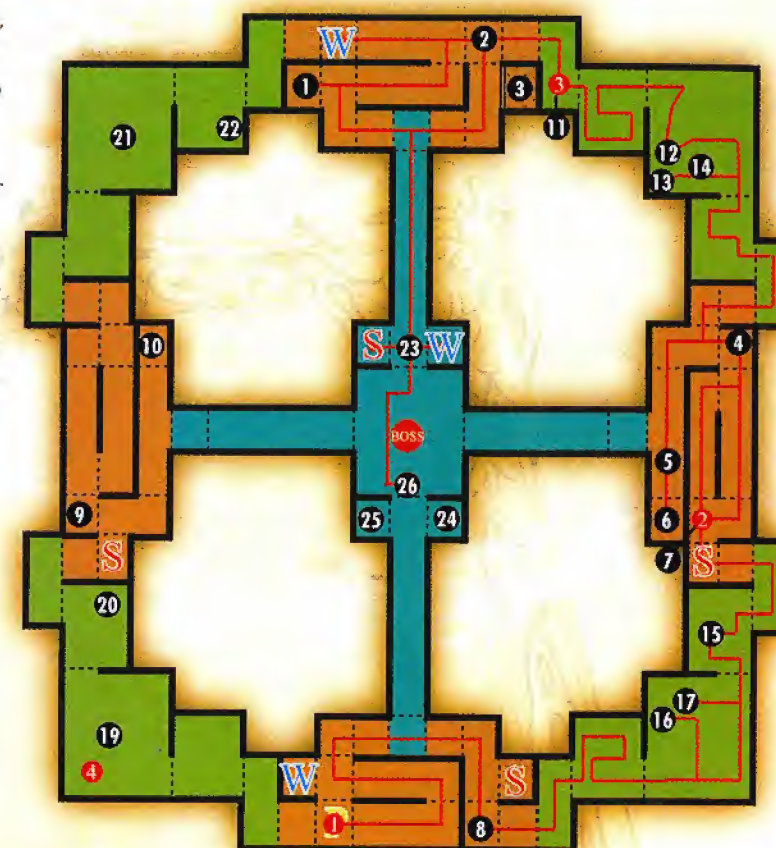
The southwest section of the Great Stairway hasn't been covered yet, nor does it really need to be. But, if you're interested in exploring the entire map for a few extra items go here to open a few closed paths to gain the following items (HP Max up, Monocle, Uncurse Potion, and a Jade Corset).



NATION OF FOOLS

This dungeon's boss is at the center of everything, which is reached by circling around to the top of the map and heading south. It's possible to circle around from either the east or west, so you'll have to head back and cover the opposite side of the map to get the rest of the map percentage and any items you miss.

*The gravity in the area seems to be erratic, allowing enemies to walk on walls and perform various feats that aren't normally possible. To deal with this problem, equip the **Nebula** whip you found earlier to defeat enemies that may be difficult to hit normally.*



ITEM CHECKLIST

1 MP MAX UP	8 2000G	15 HIGH POTION	22 ROTTEN DURIAN
2 VOLCANO	9 MOON BROOCH	16 SILK HAT	23 CRITICAL ART
3 TOUCH & POP	10 HP MAX UP	17 DANGER'S BLOUSE	24 SPAGHETTI
4 2000G	11 MYSTIC VEIL	18 STATUE'S TEAR	25 PASTA CARBONARA
5 TONIC	12 HIGH TONIC	19 GRENADE	26 COQ
6 MP MAX UP	13 SPIKED BOOTS	20 BATTLE JACKET	
7 HP MAX UP	14 BREAKABLE WALL "CAVIAR"	21 CORN SOUP	

Flying Armor



HP	EXP	SP
112	163	4
ATK	DEF	MND
30	0	0

HEAVEN'S SWORD 2.76%

"A sinister, cape-clad figure who flies through the air wielding his swords."

The Flying Armor drops an exceedingly rare weapon called Heaven's Sword. If obtained now, the Heaven's Sword is a devastatingly powerful long-range weapon that throws a single flying sword forward. This weapon hits twice, once as it's flying forward, and another time as it boomerangs back to Jonathan. Using Backdash canceling, it's possible to throw two swords out very quickly, making it the fastest hitting, long-range weapon available. There's even a trick that enables you to throw three of them in rapid succession. Perform a very short jump (tap **○** as lightly as possible), then throw a sword just before you hit the ground. When you land, throw another sword and cancel the toss into a Backdash. The second the Backdash starts to animate, press **Y** to throw yet another sword.

Killer Clown



HP	EXP	SP
110	65	2
ATK	DEF	MND
31	0	0

JOKER 7.59%

HAMBURGER 6.21%

"A murderous clown who's popular at demon birthday parties."

The Killer Clown holds one of the cards needed for Wind's "The Gambler" quest, which isn't even available yet. Even still, it's worth getting started on the quest now, especially since the Joker card has such a high drop rate. When it comes to defeating him, assault him with attacks until he summons his playing cards above his head. Stay still until he throws the cards, then quickly move out of the way to avoid the shot. Continue beating on him when he returns to juggling to bring him down.

Coppesia



HP	EXP	SP
80	54	2
ATK	DEF	MND
27	0	0

DIAMOND 7.59%

CLOWN SHIRT 6.21%

"An acrobat from hell that entertains demons."

Similar to the Killer Clown, Coppesia holds one of the cards needed for Wind's "The Gambler" quest (the Diamond). In addition to this, the Clown Shirt she drops is easy to obtain and is one of the better pieces of armor for Charlotte when it comes to raising her Luck statistic. You can find Coppesia spiraling out of the cannons found indoors.

OBJECTIVE CHECKLIST



Several sections of this world are defended by two different types of traps. The first is a ring with fiery skulls rotating around it. There are two gaps in each ring. These gaps are your only windows to pass through the ring unharmed. The second trap is a giant swinging blade, which must be passed when it's at the peak of its eastern or western swing. Pay close attention to the timing of each trap and pass through them when there is an opening. Don't try to rush through them, since both traps deal massive damage if they hit you successfully.



POINT 1

After entering the Nation of Fools, move east. The path immediately turns west and leads to a Warp Point. Go north after opening the warp and follow the corridor east (ignore the path going north to the center of the map). Save your game at the Save Point that you pass along the way. The first room that leads outside has a few Armor Knights defending it. Defeat them repeatedly if you haven't obtained a Long Spear yet (which is a powerful weapon even at this point in the game). Be cautious when walking under or over Armor Knights that are on a different floor, they can attack through the floor with an extended spear strike. The next room over has a Silk Hat and a Dancer's Blouse, both of which are worth equipping now. Continue following the path until you run into a Save Point.



POINT 2

Obtain the HP Max Up and go north through the path above you, or the one to the east. Both lead to the same place, though you'll want to cover both if you want to complete the map percentage for this area. When you get to the 2000 Gold, move west until you find a path leading south and take it until you find an MP Max Up. From here, backtrack a little until you find a corridor going north. When you reach the room containing the High Tonic and Hero Boots, pay close attention to the third floor of this room. When moving in from the east, you should pass an upside down swinging blade. Directly to the left of that blade is a white piece of wall hanging off of a path leading north. Use your weapon to hit the left corner of that wall three times to reveal a breakable wall. Your prize is Caviar, one of the world's three great delicacies.



POINT 3

You can't obtain the **Mystic Veil** just yet (the **Frog Morph** spell is needed), so pass through this room. When you come to a path going south, take it. The next room down has a breakable wall at the left end of the room. Inside lies the **Touch & Pop**, a popular candy from a few years ago. Go north up to the previous room and proceed west until you find a Warp Point. With that unlocked, go back east and find a path leading south. You'll eventually find a long shaft leading to the center of the map. Drop down carefully, since it's protected by swinging blades. Wait until a blade has swung to the east or west enough to safely drop on to the pad the blade is connected to. When the blade swings out of your way again, drop off of the pad to the slanted wall below. When you reach the bottom, save your game at the nearby Save Point and prepare yourself for a fight.



COMPLETION

Although it isn't necessary to cover the left side of the map to complete the stage, you may want to do so for a few extra items and a complete map percentage. The remainder of the item locations and enemies are straight ahead, so refer to the map provided when needed.



POINT 4: THE VIRGIN MARY...?



After the **Nation of Fools** has been completed, Wind offers four new quests for you to tackle. One of these quests is labeled "**The Statue's Tear**", which is actually completed within the **Nation of Fools** (refer to the point location). To finish the mission, simply press up at the statue of the Virgin Mary. Take the **Statue's Tear** and give it to Wind to finish the quest.



Legion



"The one who is many."

HP	EXP	SP
2000	4000	50
ATK	DEF	MND
51	0	0

At the bottom of Legion's chamber lies a Cog. Pick it up to initiate the fight. Once summoned, Legion drops countless numbers of bodies onto the stage floor. These beings are easily dispatched with a single swing of your weapon. However, don't bother concentrating your attack on these fiends. Instead, immediately hop over to one of the floating platforms at Legion's side. Outside of spells, Jonathan's **Nebula Whip** is the only normal weapon that can reach the ball of cadavers from this distance, so use it repeatedly until Legion's center reveals itself.

Once you're able to see Legion's core, swap over to Charlotte and start using repeated **Level 2 Raging Fires**. If one of Legion's tentacles opens while you're in the middle of casting a spell, press **++@** to cancel Charlotte's casting animation and drop through the platform you're on—avoiding the incoming laser blast.

Legion starts using two additional attacks once his outer shell has been completely removed. The first is a laser spray, which fires in whatever position his tentacles are in. The other is a rotating flame spray, which must be avoided by watching the direction Legion is rotating in and slowly following his lead.

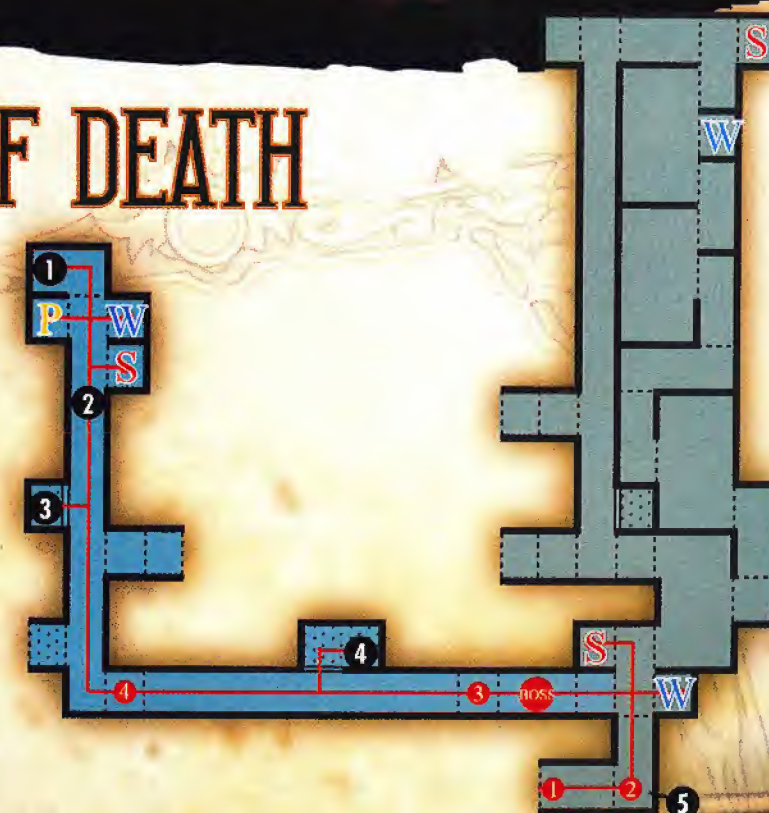


Launch attacks with **Level 2 Raging Fire** or the **Nebula Whip** in-between each of Legion's attack bursts to win.

TOWER OF DEATH

ITEM CHECKLIST

- 1 TAUNT
- 2 HALBERD
- 3 VIKING HELM
- 4 SLICK BOOTS
- 5 BREAKABLE WALL "TASTY MEAT"



Killer Doll



"A cursed doll that wanders in search of living flesh."

HP	EXP	SP
90	87	2
ATK	DEF	MND
35	0	0

The Killer Doll doesn't have any one single attack. Instead, touching the doll curses your character. Equip the Charm Necklace, if you're worried about losing your MP, which eliminates the Curse effect altogether.

OBJECTIVE CHECKLIST

POINT 1

Warp over to the northeast Warp Point in the Great Stairway. Climb up the nearby platforms going north, then make a turn east when you reach the long hallway. Continue heading that direction until you find a room with a glowing green panel connected to a nearby wall. With your partner's assistance, push the panel to the left until it passes the latch on the floor. Jump through the hole above you, go through the red door to your left, and enter the Tower of Death.



POINT 2

Move east until you find a path going north. The wall here is hiding a piece of Tasty Meat. Attack it three times to reveal the meat then proceed north. The platforms that rotate as you jump on them must be jumped off of the second you land on them. Hop from platform to platform as fast as possible to climb up the shaft. Save your game at the nearby Save Point in preparation for the boss fight that follows.



Stella



"Loretta's twin sister. She's a skilled swordmaster."

HP	EXP	SP
2500	0	0
ATK	DEF	MND
102	0	0

The sword wielding Stella has a ton of hard-hitting projectile attacks that engulf the screen. Her most often used technique is her "Hurricane" attack, which is a green projectile that flies horizontally across the room. If she's fairly high in the air when she launches the attack, crouch to avoid the shot. If she's anywhere near the ground, a quick Lizard's Tail (↑+⊙) is short enough to slide under the projectile.

Stella also performs the "Furious Wave" on occasion, which is a green burst of energy that travels along the ground. This attack is avoided by double-jumping over it. Stella is completely open after she launches this projectile, so jump towards her and initiate an attack afterwards.

When her Hit Points are low, Stella begins using the Crescent Moon ability. This technique summons several stationary projectiles at various places in the arena. The projectiles eventually begin to move towards your position, all the while Stella is free to move and perform other attacks. Pay close attention to the positioning of each projectile and move yourself to locations with enough room to move around and dodge the incoming blasts. If a few of the moons are low to the ground, use the Lizard's Tail to slide under them.

Jump and repeatedly attack Stella whenever she isn't using one of her abilities. Don't bother using Charlotte's spells against her, since she often teleports to safety whenever one is cast. Instead, save your MP for the Holy Lightning Dual Crush, which inflicts massive damage to her.



POINT 3

After defeating Stella, walk west to find a group of gears that are missing an important component. After the Cog you found in the Nation of Fools is placed in the gap, the wall in front of you opens, leading to a room with two motorcycles inside.



EXTREME MOTORCYCLE SWAPPING

Dismiss your partner if he or she is currently onscreen. Jump on top of the bottom motorcycle and press $\uparrow + \text{X}$ to summon your partner on top of the motorcycle with the "Stay" command.



Press X yet again to switch to your lower character once more. Press \uparrow again to crouch under another lowered ledge.



Jump over to the top motorcycle, which makes it start moving. Press the X button to switch to your bottom character, then immediately crouch with them.



Finally, switch over to your top character. An elevated ledge should be closing in on your location. When you see it get close, perform a very short jump (tap B) to barely clear the ledge and land back on the motorcycle again.

Press X to switch back to your top character. Immediately start crouching to avoid another lowered ledge.



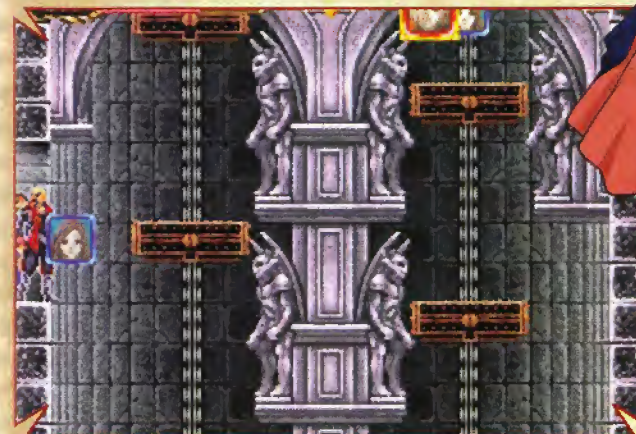
SLICK BOOTS

There's a breakable wall on the roof of the room with the motorcycles inside. It's roughly in the middle of the area. Inside lies the Slick Boots, a pair of footwear that increases the distance that your Lizard Tail ability travels.

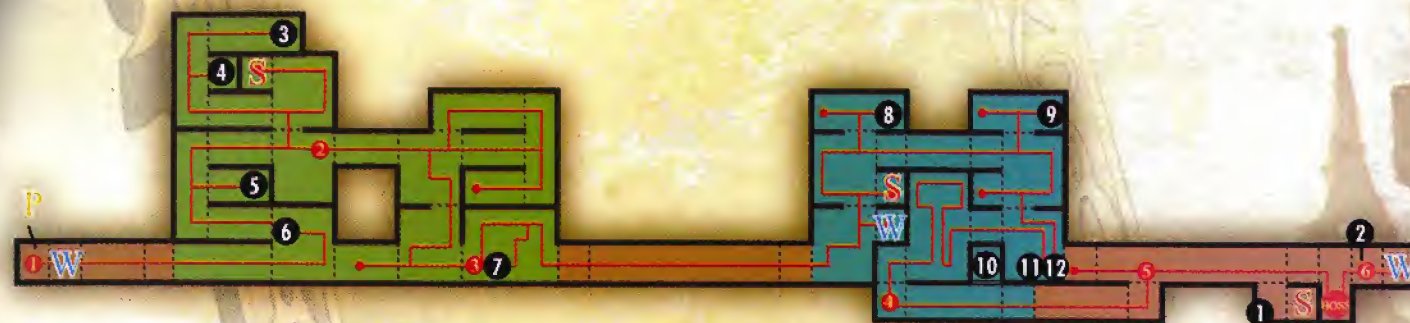


POINT 4

There's a Halberd planted between the moving elevators (near the top of the tower). Near the middle of the tower is a breakable wall, which hides a room holding a Viking Helm. Attack the left wall three times to reveal the room. When you reach the top of the tower, jump into the northern doorway and kill the monsters inside to obtain Jonathan's Taunt ability. When it's yours, leave the room then enter the western doorway to find the painting that leads to the Forest of Doom.



FOREST OF DOOM



ITEM CHECKLIST

1 BREAKABLE WALL "RUSTY TIN FOOD"	4 MP MAX UP	7 HP MAX UP	11 AMETHYST CORSET
2 CHANGE TOAD	5 MOLDY BREAD	8 SILVER LEGGINGS	12 STONEWALL
3 TRISTAN AND IZOLDE	6 BREAKABLE WALL "CREAM PUFF"	9 SILVER PLATE	
		10 DARK GATE	



Treant



"An ancient tree animated by a malevolent will."

HP	EXP	SP
340	95	5
ATK	DEF	MND
50	0	0

CLUB 9.66%

The Treant drops the Club, one of the cards needed for Wind's "The Gambler" quest. The quest isn't available yet, but there's nothing to stop you from collecting the cards now. Use Raging Fire to burn down the old oak in one fell swoop.



Witch



"A spellcaster who rides an enchanted broomstick."

HP	EXP	SP
106	124	6
ATK	DEF	MND
54	0	50

TRAVELER'S HAT 5.52%

ASTRAL BROOCH 2.76%

The Traveler's Hat is an exceptional piece of headwear at this point in the game. Unfortunately, the mediocre drop rating might make it difficult to obtain.



Moldy Corpse



"A human consumed by evil after eating a cursed mushroom."

HP	EXP	SP
112	95	3
ATK	DEF	MND
32	0	0

AMANITA 4.14%

MUSHROOM 2.76%

The thing your dad left in the back of the fridge for a few months happens to carry the Amanita, which is a mushroom needed for Wind's Poison Vs. Poison quest. When attempting to get his rare drops, avoid the Moldy Corpse's poison spray by attacking him from a long distance with the Nebula, Heaven's Sword, or Charlotte's spells.

OBJECTIVE CHECKLIST

POINT

I

Move east until you enter a building. Head up to the northwest corner of the room and swing your weapon at the ledge sticking out from the bottom of the doorway there. A Cream Puff should fall out after hitting it three times. Now, enter that same doorway. Follow the hallway to the west until you hit a dead end, then go north; make an immediate turn into the first room to the east you see. Inside lies Moldy Bread, which is needed for Wind's Poison Vs. Poison quest. Exit the room and enter the doorway going east directly above you. When you exit the long hallway, enter through the hole in the roof directly above you. Move in to the northwest doorway to find a Save Point, then enter the southwest corridor and follow it to the end. Go north to the top of the room (make a stop in the middle room with the Beehive for map coverage), then go east. The next room over contains a Treant and a Beehive. Waste the fiends then pick up the Tristan & Isolde book for Charlotte.



POINT 2

Go east across the bridge. When you enter the next room, eliminate the Student Witches blocking your path, then enter the doorway going north on the east side of the room. Travel east until you hit a dead end, then go south as far as you can go. Enter the east room and follow it to the end (there's nothing here, defeat the dolls then leave). Exit the room, enter the hallway directly above you and go east. When you're in the room filled with witches again, drop down into the south corridor. The bottom left corner of the next room down has a bell in it. Hit the bell to open the west doorway. When finished start heading east.



POINT 3

The room infested with Harpies has a **HP Max Up**. Defeat the Student Witches and Harpies with Jonathan (using the Nebula or Long Spear), then grab the item. Leave through the east doorway. While traveling east through the forest area, use Charlotte's Raging Fire against the Tombstones to eliminate them quickly. When you reach another building, enter the northeast doorway (take a step into the Warp Room to the east before doing so). Save your game at the Save Point to your right, then jump up to the top of the room and head through the north opening. Grab the **Silver Leggings** at the east end of the room then return to the previous area. Enter the northeast doorway and follow the path. When you reach another square room with a Maneater inside, enter the north doorway to find a room holding a Silver Plate. Return to the previous room and enter the southwest doorway. Immediately leave since there's nothing there and enter the doorway below you. You can't enter the path to the southeast yet, so enter the northwest doorway and follow the path in the next room over. When you see a gravestone with a green aura around it, call your partner to help you push it out of the way then drop down the hole.



POINT 4

As you may have noticed, this area is lacking sufficient light. Drop to your left and go east. Several Frogs are hanging around the floors in this room, so walk forward slowly and take a few swings at the ground. When you see a gap in the ledge above you, jump east to the top of the ledge and continue to go that direction. Once you drop off of the ledge, there's actually a breakable wall in the roof above you. You can't reach it yet, so take note of it and continue east. When you come to a room with another ledge, jump on top of it. When you eventually drop off of the ledge, continue east until you see another ledge and jump on top of it. Near the end of the path is a hole leading to sunlight, take it to go above ground once again.



POINT 5

Travel west until you enter a building again. Hit the nearby bell to open the path, then grab the **Stonewall** ability for Jonathan. Backtrack a bit and proceed east. Leap over the first pit you come to (which leads back to the dark cave), then continue west until you find a second pit. Drop inside and take three swings at the left wall to find a **Rusty Food Tin**. Walk to your right to find a Save Point, which should be taken advantage of to prepare for the boss fight ahead. Leave the cave and move east.



Dragon



HP	EXP	SP
1800	6000	55
ATK	DEF	MND
60	0	20



"A creature of the swamp."

Dragon's head is the only part of his body that's vulnerable. Weapons like the Long Spear or Heaven's Sword are extremely useful in this fight because they allow you to jump and attack from a distance without having to jump towards his head (and risk landing on Dragon's giant stomach). It's quite possible to attack him with short range weapons though as long as the area is filled with water, which enables you to jump indefinitely (attack, then jump just after your weapon recovers in midair).

When the pool is full of water, Dragon only has two attacks, a slow water leap that changes the side he's on, and a tadpole summon, which releases water creatures that float to the top of the water (acting like mines). The leap attack is too slow to ever hit you, so simply walk under it when he does it. The tadpoles are rarely in range to be a threat, and when they are, they can be destroyed with a single weapon swing.

Dragon's only threatening attack is his water spray maneuver, which occurs just after he absorbs the water in the area. The spray slowly refills the water in the room, so use the rising sea level to hover over the harmful stream with repeated jumps. Once the spray stops, return to swinging your weapon at Dragon's head. Continue to take swings at him in-between his spray attempts to walk away a winner.

POINT 6

After defeating the area boss, proceed east into the next room over. Pick up the **Toad Morph** spell and use the Warp Point to your right to head back to the area entrance. Warp back to Dracula's castle when you're ready to move along to the next area.



A shapeshifting spell that turns the caster into a frog.



ITEM EXCURSION



With the Toad Morph ability in your hands, it's now possible to obtain Milican's Sword in the City of Haze and the Holy Veil in the Nation of Fools. There's also a small bridge that connects the Great Stairway to the Tower of Death that contains a set of 2000g bags. This path is located at the bottom of the watery elevators on the west end of the Tower of Death.

SANDY GRAVE

An important spell needed to proceed through the game properly is located here. This spell is called Sanctuary, and it eliminates status ailments. The Toad Morph ability was the only thing keeping you from getting it the last time you were here, so now that you have it, let's get cracking.

ITEM CHECKLIST

- 1 SANCTUARY
- 2 MP MAX UP



OBJECTIVE CHECKLIST

POINT 1

Travel east until you enter the pyramid. There's a path leading south a few rooms passed the first Save Point in the area. Take it and follow the path. There's a Warp



Point and Save Point along the way, so add them to your map percentage when you get the chance. Continue heading east until you come to the square room at the southeast corner of the map.

POINT 2



Jump up to the top right corner of this room to obtain an MP Max Up. When it's yours, enter the doorway at the northwest corner of the room.

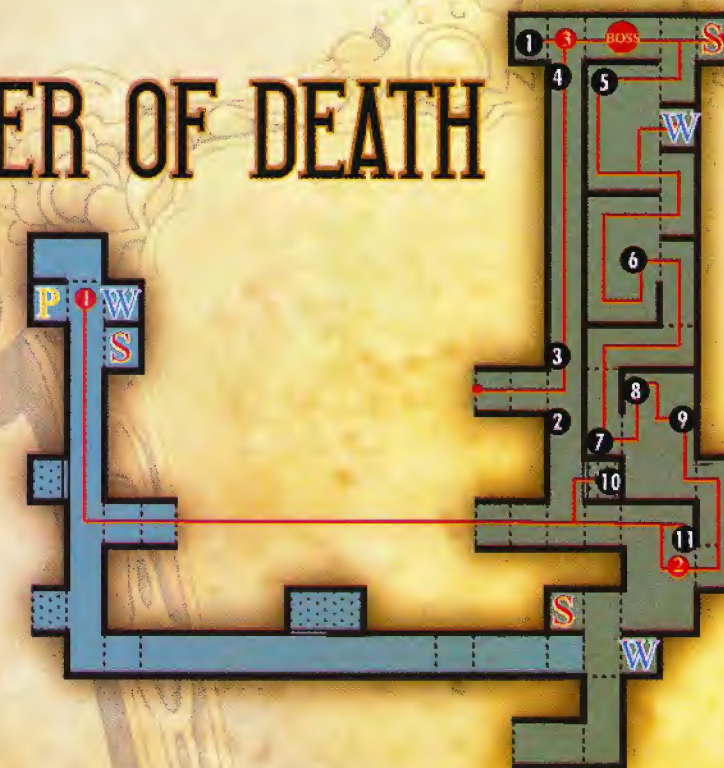
POINT 3

There's a small crack in the wall just to your left. Use Charlotte's Toad Morph to slip through the crack, which leads to the Sanctuary spell. Return to the nearest Warp Point and teleport to the dungeon's exit.



An advanced spell that cures status abnormalities for all within range.

TOWER OF DEATH



ITEM CHECKLIST

- 1 INT BOOST
- 2 AURA BLAST (OWL MORPH NEEDED)
- 3 OPEN VEIL
- 4 COMBAT BERET
- 5 BLUE CAPE
- 6 ROSE STEM WHIP
- 7 BREAKABLE WALL "MP MAX UP"
- 8 HP MAX UP
- 9 THUNDER BOLT
- 10 HP MAX UP
- 11 TEMPEST



Succubus



"A demon that assumes the form of a beautiful maiden to drain vitality."

Europa's Dress is one of the most well-rounded armor pieces available for Charlotte. It's worth your while to obtain it as soon as possible. Nothing more needs to be said about it, it's simply amazing!

HP	EXP	SP
185	191	5
ATK	DEF	MND
52	0	50

EUROPA'S DRESS 3.45%

SUCCUBUS BOOTS 2.07%



Medusa Head



"A monster created in great numbers from the head of Medusa."

HP	EXP	SP
1	1	1
ATK	DEF	MND
38	0	0

MEDUSA WHIP 1.38%

SUMMON MEDUSA 1.38%

This annoying little snake spawns in random locations within the clock tower, turning your character into stone if touched. Since their flight pattern is usually difficult to hit with a normal weapon, use the Nebula to home in on the cretin's location and thrash it.

OBJECTIVE CHECKLIST

POISON VS. POISON



If you obtained the Amanita (dropped from the Moldy Corpse), the Moldy Bread, and a Long Sword, the completion conditions for Wind's Poison Vs. Poison quest should be finished and ready to go. Your reward is the Assassin's Blade, the only weapon in the game with the poison attribute.

POINT 1

Warp over to the northwest warp in the Tower of Death. Drop down the rising platforms until you find a corridor heading east. Take it to find a red door leading to the Tower of Death. Continue heading east until you come to a white room with an inactive elevator in it. Jump up through the gap in the left side of the room and move over to the east edge. Jump vertically and swing your weapon east to reveal a breakable wall. Enter the room to obtain an **HP Max Up**. Return to the previous room you were in, then drop through the gap. Enter the east doorway and press the switch on the other side to turn down the flame blocking your path.



POINT 3

Obtain the **Tempest** spell on the northeast side of the room, then enter the east corridor below it. Use your newly obtained Toad Morph spell to slip through the crack here. Go north afterwards and follow the path to the large rectangular room. The **Thunderbolt** spell is floating around in the northeast corner of the room. Use the small gear near the entrance to this area to jump over to the largest gear in the room. Use the large gear to double-jump east over to the nearby platform. Jump off of Charlotte's shoulders to boost yourself up to the Thunderbolt spell. From there, hop west along the gears over to the **HP Max Up**, then drop south to the doorway. The west wall in the next room over has a breakable wall. Hit it three times to reveal an **MP Max Up**. From there, go north and follow the path all the way until you find a Warp Point. A Save Point shows up soon after, so save your game and prepare for the fight to come.



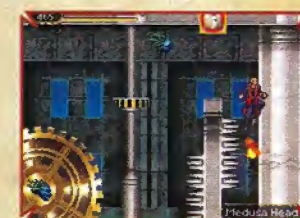
POINT 4

Go west and follow the path until you find a glowing yellow statue hovering over head. Hit it with your equipped weapon to activate the elevator below you. Move west into the next room over to obtain the **INT Boost** spell. Go back to the room with the elevator and drop down the gap on the right side of the room (all the way to the bottom of the shaft). There are two elevator carts, get into the bottom one and press **↑** on your directional pad. When the elevator comes to a stop, press **↑** once more to end up in a doorway that leads to the west end of the room. Climb north up the platforms to find a **Combat Beret**, then drop to the bottom to find an **Open Veil**. When finished, jump inside the elevator again and return to the bottom floor. Loop around to the top elevator cart and press **↑**. Go east out of the elevator and proceed into the next room over, the doorway to the Master's Keep.



POINT 2: TEMPEST

Getting to the Tempest spell is easy enough, but getting out of that area without taking a ton of damage is no easy feat. The trick is to use Jonathan's dive kick (double-jump, then press **++B** in midair) to bounce off of the head of a Medusa as it flies by. After the bounce, Jonathan regains the ability to double-jump again, which you can use to safely pass over the wall of spikes.





Death



"Dracula's confidant."

HP	EXP	SP
4444	0	0
ATK	DEF	MND
66	0	70

The Grim Reaper fights in two malicious forms, both of which carry different defensive properties that are strong versus different types of attacks. You're overall objective is to compensate for Death's mode changes while taking swings at him when he's open.

His initial grey form has a strong defense against physical attacks, but lacks the MIND needed to defend against magic. Charlotte is the ideal character choice during this fight. Equip her Tristan & Isolde book to effectively attack Death, which deals ice damage to the target. Charlotte's Tempest spell at Level 1 or 2 is also extremely strong against this form, which hits rapidly for decent damage while clearing massive amount of spinning scythes flying around the screen.

His white form is the opposite of his grey form, carrying a strong resilience against magic while lacking the defense needed to deal with physical attacks. Jonathan's brute strength is needed here, so equip a Royal Sword, Long Spear, or the Rose Stem Whip to combat the monster. The Bible subweapon is also useful against this form, which deals adequate physical damage while also eliminating some of the scythes flying around the screen.

In both modes, Death has a plethora of abilities at his disposal. His most basic attack is the classic scythe summon, which creates mini spinning scythes that appear in random spots on the field. These projectiles can be struck with any sort of attack to make them dissipate, which should be your main method of dealing with them outside of evasion.

If Death glides to the top of the screen while tracking your position, a downward scythe slash is imminent. Let him move directly over you, then move to the left or right to avoid the incoming slash. If he begins to wind up for a slash and glides directly next to you, a horizontal scythe slash is coming. Wait for him to glide next to you for about two seconds, and then double-jump vertically to avoid the slash.

Death also summons four hands that link together to form a spiraling cage. While the cage is out, Death spins his scythe and throws it, which slowly bounces off of the walls of the cage. In the beginning, the scythe moves slowly, giving you plenty of time to predict its movements and evade it. This is the perfect time to get in a few hits with your weapon or spells. The scythes traveling speed slowly builds over time though, making it increasingly difficult to dodge. To deal with this problem, leave the cage then use Jonathan to attack the hands of the cage. After several swings the cage should collapse.

During Death's final attack he summons four holes on each corner of the screen. Hands attached to chains fire out of each individual hole one at a time (starting from the northwest portal and rotating clockwise around each gap). These hands track your position, grabbing you if they come in contact with your character. If they do grab you, a long wind up period initiates and, if nothing is done, Death swings at the captured character with a devastating attack that inflicts over 200 damage. To avoid the attack when grabbed, summon your partner with the Q button. After being summoned, your partner will attack the chains holding you, which causes them to break if enough damage is dealt. In some cases Charlotte is too weak to help Jonathan escape with just physical attacks, so press the R button when she's out to cast her Tempest ability.

The best time to strike Death is during the initial stages of his "scythe bounce" attack, and whenever he's flying around the screen summoning mini scythes. There are also several instances where he loses his scythe after performing a move, forcing him to summon it again. Use those instances to cast a fully powered Tempest or to take a few swings at him with Jonathan.



MASTER'S KEEP



ITEM CHECKLIST

1 MP MAX UP	4 ROBE DE CORTE	7 HP MAX UP
2 PIERCING BEAM	5 HIGH SPEED	8 MP MAX UP
3 HP MAX UP	6 2000G	9 BREAKABLE WALL "FOIE GRAS"



Ruler's Sword



"A sword controlled by an evil will. Causes poltergeist phenomena."

HP	EXP	SP
300	400	13
ATK	DEF	MND
60	20	0

JAGDPLAUTE 4.14%

DRAGON SLAYER 2.76%

Weapons with a large attack radius are the best option against the Ruler Sword. Greatswords like the Royal Sword hit several of the poltergeist's many weapons at a time, making it easier to deal with its spiraling defense.

The Dragon Slayer rare drop has an ATK power of 99, making it one of the strongest weapons available at this point in the game. Unfortunately, its drop rating is terribly low, so you may need to grab a cup of coffee and settle in before attempting to get this item.



Final Guard



"An elite warrior chosen to guard key areas in the castle."

HP	EXP	SP
50	500	15
ATK	DEF	MND
75	175	175

DEFENSIVE FORM 3.45%

FINAL SWORD 1.38%

The Final Guard's defensive capabilities may seem a little absurd, but don't fret. He only has 50 HP, so overwhelm him with multi-hitting attacks to seal the deal. Specifically, summon Charlotte, then crouch in front of the towering giant and use a whip's dangling attack (press Y and hold it, then spin the direction pad in 360 degrees) to hit him repeatedly. Other abilities, like a fully powered Summon Frog hit several times before dissipating.

The Final Sword rare drop is one of the strongest weapons available at this point in the game. Its drop percentage is extremely low, however, so it's generally not worth hunting until your Luck rating is higher.

OBJECTIVE CHECKLIST

POINT 1

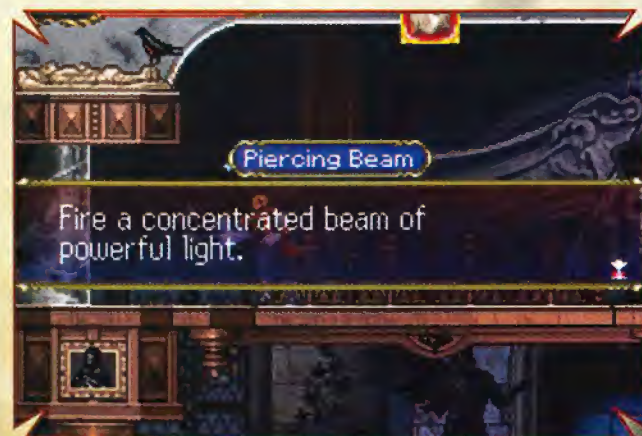
Make a stop by the doorway in the northwest corner of the room to open up a Warp Point. Leave the room and obtain the **HP Max Up** near the bottom of the room, then drop down into the south corridor. Go east and save your game at the Save Point that you come to. Leave the room and head west. The Wyvern you encounter along the way is defeated by keeping your distance and attacking it after you dodge one of its attacks. The flame attack shaped like a dragon's head must be jumped over after it hits the ground, while the second fire breath attack and the claw dive are both avoided by



retreating. After its defeat, continue west until you find a switch with a green aura around it. Jump on top of the switch to blow open a path to the bridge you used to cross between both ends of the Tower of Death.

POINT 2

The Razor Bats in the next area are easily dispatched with a single swing from your Rose Stem Whip or Long Spear. After you've dealt with them, the pagan creature Malachi is next in line. He only has two attacks to speak of, one being a claw slash, the other a massive ball of dark energy. The claw slash is avoided with a Backdash and an immediate counter attack, while the dark ball can simply be jumped over. In either case, mount a counter attack using Jonathan's physical attacks to eventually take him down. When the room is cleared, start moving west again, then go north into the room above you. The Dead Crusader in this room uses a blocking technique to nullify your attacks. Defeat him by staying near him until he lifts his sword to attack, then walk away to avoid the swing. Attack him while he's recovering from his move to score some damage.



NOT SO HARMLESS

Razor Bats are actually vulnerable to being Stoned, but strangely enough, they still have the ability to swing their sword despite being encased. Take caution when using the Medusa Whip or Milican's Sword against them, they're still a threat!



POINT 3

The Flame Demons in this area have a single attack, a fireball that flies toward your location. Move out of the way of the bolt then jump and slash the demon while he's flying around. Move east until you reach a dead end, then start climbing north. The **Piercing Light** spell is sitting on a platform in the northwest corner of the room. It's being defended by a Succubus, so take care when jumping up to the platform. Once you have it in your grasp, enter the doorway in the northeast corner of the room. Immediately enter the doorway to the west. Inside lays a few Spinning Devils and a Ruler's Sword. A few swings from Jonathan's weapon should take down the devils, while a fully powered Tempest from directly under the Ruler's Sword should eliminate it almost immediately. Exit out the west doorway and jumping north (enter the west path of you're looking to cover a missing section of the map, though nothing worth noting is there). There's a breakable wall above the platform that's directly across from the Dead Crusader. Swing at it three times to reveal a room holding an **MP Max Up**. Return to the previous room and enter the doorway at the northeast end of the room. Start moving east (tackle the Final Guard along the way) until you find a Warp Point, then go north a bit to find a Save Point and the path leading to Stella & Loretta.



ALTERNATE ENDINGS

Defeating Stella & Loretta now earns what's considered the bad ending. This ending ends the game prematurely when there are still a few areas left to be explored. Nothing is earned by obtaining the bad ending, but it's worth seeing for fun. You can still access your save file after it's finished and obtain the good ending later.



In order to obtain the good ending and gain access to the extra stages, Stella and Loretta need to be purified. The spell called Sanctuary does just that, which you should have after your detour through the Sandy Grave earlier.



Stella



Loretta's twin sister. She's a skilled swordmaster.

HP	EXP	SP	ATK	DEF	MND
2500	0	0	102	60	0



Loretta



Stella's twin sister. She's a powerful witch.

HP	EXP	SP
2500	0	0
ATK	DEF	MND
102	0	60

The object of this fight is to hit one of the sisters with Charlotte's Sanctuary spell. The catch is Sanctuary's massive casting time, which gives Stella & Loretta plenty of time to hit Charlotte out of the move.

What's needed is a distraction. The deadly sisters tend to target the character being controlled, not your partner. Walk into the room with Jonathan under your control and Charlotte as your back up. Press the R Button to initiate Sanctuary with Charlotte, then walk forward with Jonathan. Walk far enough forward to make sure that any attacks targeting Jonathan won't hit Charlotte (don't let Charlotte leave the screen though, or the spell will be canceled before it finishes casting). Equip Stonewall to Jonathan, which should enable him to survive any of the attacks he can't evade. The Sanctuary pulse must hit one of the sisters, or else they will not undergo purification. This requires your spacing and placement to be perfect, along with the timing and type of attack the sisters use while Charlotte is casting the spell.

Loretta often spins in place with ice swarming around her. This ability creates a powerful sword in Stella's hands, which she swings forward towards your position. This attack deals over 300 damage normally, and about 130 damage while Jonathan is using Stonewall. If Charlotte is about to finish casting Sanctuary, put up Stonewall and take the hit. If Jonathan can't take it without dying, move behind the sisters to avoid the sword swing.

Loretta's Ice Dragon technique is a free ticket to a fully charged Sanctuary. Stand in front of Charlotte and use Stonewall to block the incoming projectiles and wait for the spell to finish.

If Loretta starts casting her icicle drop ability while Sanctuary is being used, move Jonathan away from Charlotte and dangle his whip (equip the Rose Stem Whip, then press and hold O), then rotate the directional pad 360 degrees. The whip should rotate in circles and act as a shield that eliminates the icicles as they drop near Jonathan's head. Stella may hit you with her sword attack while you're doing this. Take the hit and continue distracting them away from Charlotte.

If Loretta starts casting her blizzard ability, move behind her and begin casting Sanctuary. Use Jonathan to distract Stella's sword attacks while this is happening.

Finally, Loretta occasionally forms a giant ice diamond that encompasses the center of the screen. This diamond slowly moves towards your position just before Stella slices through it, causing several ice shards to shower the screen. Attempting to cast Sanctuary during this attack is useless, so run away from the cube to avoid the ice shrapnel. If they end up cornering you with the attack, slide under the diamond and run the opposite direction to create some space.



A GUIDING LIGHT (PART 2)

Stella and Loretta have been cured, but Brauner still dwells within the castle walls. The four smaller paintings in the west room must be completed in order to enter the large painting in the center—Brauner's private room. The next area you'll want to enter is the Dark Academy, which has a few items that are needed to explore other areas of the castle. However, there are a few extras that need to be addressed before we continue with our journey.

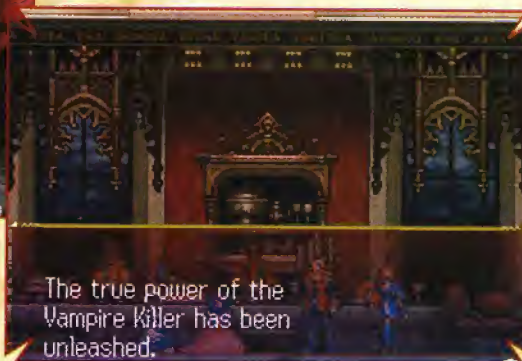


THE VAMPIRE KILLER

After their revival, Stella & Loretta offer you the chance to gain the full power of the Vampire Killer. In order to do so, Jonathan must fight the memory of the last Belmont that wielded it, which happens to be Symphony of the Night's Richter Belmont. He's ludicrously strong, packing attacks that deal 130 to 200 damage in a single hit. He also deals Holy damage, which adds a hefty boost to his damage output.

There are a few items that make this fight much easier than it is normally. For one, Richter is weak against Dark damage. The Jet Black Whip (found in the Burnt Paradise) deals Dark damage, making it the most damaging normal weapon you can equip against him. The Holy Mail, which is found in the Forgotten City, protects its wearer from the Holy element. This effectively lessens the damage taken from Richter's attacks.

Ironically, neither of these options is needed to actually beat Richter. There's another weapon at Jonathan's disposal that deals Dark damage, one you may have overlooked because it lacks the grace and power found in other weapons thus far. The Cream Pie, which is found in the City of Haze (which you should have if you've been following this walkthrough), happens to be very effective against the Belmont of yore. Not only does it inflict Dark damage, but its arc of attack and low MP cost makes it the perfect answer to Richter's offense options. Master this ability for the biggest damage output (it only takes 100 SP!).



The true power of the Vampire Killer has been unleashed.

Whip's Memory



A memory of the last Belmont to wield the Vampire Killer.

HP	EXP	SP
5000	0	0
ATK	DEF	MND
150	0	0

This creature is very strong, but attacks very predictably. If you jump, throw a Cream Pie, then double-jump and toss two more, the enemy responds by throwing an axe, almost certainly useless until he backs you into the corner. Keep repeating the pattern until the corner, then jump under one of the axes and over him. He'll turn and swing, but probably miss. Wash, rinse, repeat, for a pretty easy solution to an otherwise hard fight, ironically involving the game's easy pick for worst weapon!

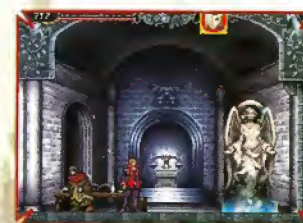


VINCENT...BITTEN!?

Pay a visit to Vincent's humble shop. It appears he's been bitten by a vampire, which is causing him to slowly lose his humanity. It's possible to use the Sanctuary spell to cure his vampirism on the spot; however, you may not actually want to do so. The "true" or good ending has two slight variations to it, which are affected by whether or not Vincent is cured by the end of the game. You don't have to make the choice to heal him now, so beat the game with Vincent sick first, then come back later and cure him to see the other variation.



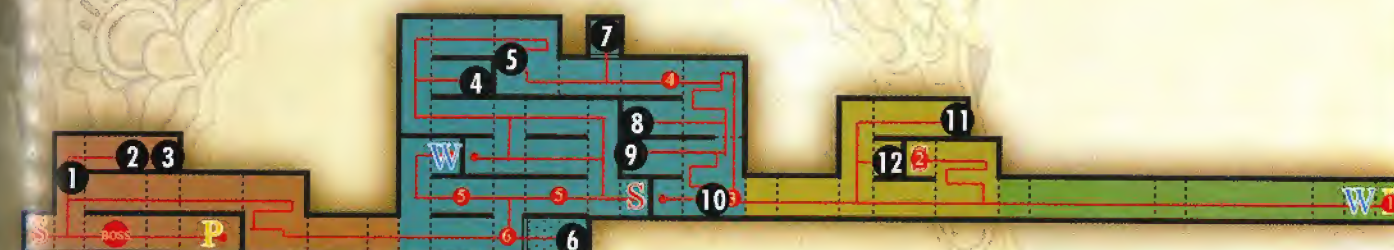
FUN WITH VAMPIRE VINCENT



Strangely enough, it's possible to attack vampire Vincent, making him reel backwards in fright. If you attack him eight times, Vincent runs out of the room wailing in fear! So much for being a good customer.

DARK ACADEMY

This area features a plethora of new enemies that you haven't dealt with before. Tread through the first section of this area carefully with a Medusa Whip in hand for the easiest solution against the new enemies.



ITEM CHECKLIST

1 BREAKABLE WALL "NEW YORK STEAK"	4 MP MAX UP	7 DIVINE STORM	10 FLAME WHIP
2 2000G	5 BREAKABLE WALL "POWDERED MILK"	8 HP MAX UP	11 GOLDEN PLATE
3 NOODLE BUN	6 MERCURY BOOTS	9 NOODLE BUN	12 OWL MORPH



Dead Warrior

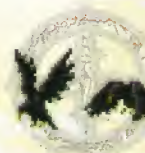


"A dead knight whose spirit still lusts for battle."

HP	EXP	SP
210	193	6
ATK	DEF	MND
51	0	0

SAMURAI PLATE.....2.07%

It's worth hunting the Dead Warrior to obtain his Samurai Plate drop. It happens to be one of the strongest pieces of armor available. If you have trouble defeating him without taking damage because of his strange charging patterns, pay close attention to where his horse stops on the field. He'll never charge passed that point, so stand right on the edge of his movement area and swing at him. If you want to make things even easier, equip the Medusa Whip or Milican's Sword to Stone him. He won't be running around anymore after taking the hit.



Black Crow



"An evil crow that has developed a taste for human flesh."

HP	EXP	SP
33	69	1
ATK	DEF	MND
36	0	0

SUMMON CROW.....5.52%

Take a stab at the Black Crow as he swoops towards you from high places. The Summon Crow spell this enemy drops is easily the most useful summoning spell available. At full power, Charlotte summons four crows that circle around her. The crows attack *absolutely anything* that moves into their attack range at lightning speed. They do excellent damage when they hit and often act as a defensive barrier against some of the faster enemies in the game.



Minotaur



"A creature with the head of a bull and the body of a man."

HP	EXP	SP
354	414	10
ATK	DEF	MND
60	20	0

BULLOVA.....5.52%

HERCULES RING.....2.76%

An excellent farming target, Minotaurs offer a ton of EXP and SP, along with dropping two extremely useful and valuable items. Despite being a lackluster axe, the Bullova sells in Vincent's shop for 10,000 gold. The Hercules Ring eliminates your enemy's ability to stun you, allowing you to take hits like a hungry bear and continue whatever action you were performing before you were hit.



Lesser Demon



"A demon who wields powerful magic."

HP	EXP	SP
166	199	7
ATK	DEF	MND
54	0	30

SKULL RING.....1.38%

These monsters hold the ring needed to complete Wind's "Overcome the Curse" quest. The Lesser Demons carry a basic projectile, a poisoning punch, and the ability to duplicate themselves (?!). Defeat them quickly with holy-based items like the Vampire Killer or Cross Subweapon before they grow in numbers.

OBJECTIVE CHECKLIST

POINT

I

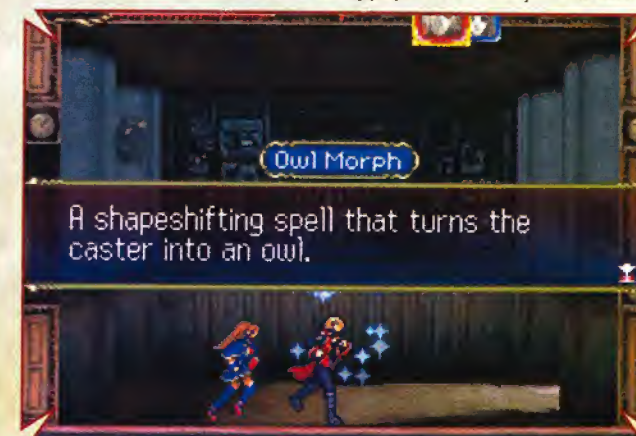
This strip is infested with tons of enemies you've never fought before. The most commonplace is the Mandragora, which sleeps within the ground until you move within its vicinity. When you're close enough, the Mandragora pulls itself out of the ground and releases a suicidal screech. Attack the tone-deaf vegetable just as it pops out of the ground and kill it before it has a chance to detonate. You can simply back away from it when it goes supernova though, since it doesn't drop anything of use. Many of the other enemies within this area, like the Alura Une, Fleamen, and the Dead Warrior, are all weak to Stone. This is one of the few places where the Medusa Whip (dropped by Medusa Heads) and Milican's Sword (obtained in the City of Haze) are actually useful to you, so take advantage of them.



POINT

2

Save your game at the Save Point in the northwest corner of the room. Exit the room and make your way down to the southwest doorway. The next room over contains a hallway with a Lightkeeper inside, who wields various fire-based projectiles. Jump vertically over the ground based fire wave and come down with a strike to hit him. If he throws the three arcing projectiles, slash at them with your weapon to dissipate them. Once he's finished, move in to the next room and move north. Enter the first corridor to your east to find the **Owl Morph** spell then leave the room. Continue north again and enter the doorway to your right at the top. Proceed to the end of the hallway to obtain the **Gold Plate**, a new piece of armor that finally gives the Silver Plate a run for its money. Exit the room then drop to the bottom floor. Enter the doorway to your left and continue moving west. When you run into the beast named Vapula stand a few steps in front of him to avoid his only attack, a waving projectile that curses you when it hits.



WAKWAK BRANCH JUGGLING



Interestingly enough, the branches of the Wakwak Tree can be knocked around indefinitely once they've been cut off. The best way to go about doing this is to cast Charlotte's fully powered Dark Rift (bought in Vincent's shop) directly on top of the tree. The spell itself has the ability to suck in inanimate objects, but against the branches they simply continue to hop on top of the rift as it constantly deals damage to them. The branches can never be destroyed, so watch in awe as they dance on top of the whirling portal for the entirety of its duration.

POINT 3

Equip Owl Morph and cast it. Fly north until you see an opening in the side of the building, then enter inside. Kill the crows that greet you as you enter. Start moving south until you find a doorway in the east corner of the room. Drop inside and continue moving southeast until you find a bell. Hit the bell to open the east door then pick up the **Flame Whip**. Move into the room to your west to catch a friendly ghost at a bad moment. Leave the bathroom and climb up to the northwest corridor in the room. Grab the **Noodle Bun** at the end of the room and leave the area through the northeast exit. Enter the room to the west to obtain an **HP Max Up**, then return to the previous area and enter the doorway to the northwest.



POINT 4

The first room here has a new enemy inside called the Aliorumnas. She has a few projectiles that inflict worthy damage, but the biggest annoyance is her resistance to elemental magic. If you equipped the Flame Whip you picked up earlier, switch over to Charlotte and start using her Tomb of Arms 2 to attack them. The next room over with the Ruler's Sword inside has a breakable roof at the top right corner of the room. Swing at it once to break it, and then use the Owl Morph ability to fly inside. Grab the **Divine Storm** Dual Crush then drop down into the previous room. Move east into the next room over. The left end of the second ledge in this room can be broken if hit three times. A can of **Powdered Milk** comes out when the deed is done. Leave the room through the north west corridor. Eliminate the Final Guard in the next room over then continue west. Move south and enter the first room to your right. Grab the **MP Max Up** at the end then return to the previous area. Drop to the bottom of this room and enter the east doorway.



POINT 5: FARMING

There are two rooms in this area that contain ideal places to farm for gold, skill points, or EXP. The first contains several Imps, which are great for building Subweapon SP. They only give 1 SP per kill, but their large numbers and terribly low HP enables even the weakest of Subweapons to be useful against them. The other room contains two Minotaurs, which give great EXP, an item that sells for good money



(the Bullova), and a unique item found nowhere else (Hercules Ring). Keep both of these spots in mind when you're looking to become stronger.

POINT 6

Attack the wall to your right to reveal a breakable wall. The Maplhas inside can be pretty scary if you give him time to prepare for his attack, but he's easily dealt with by rushing him down before that can happen. Summon Charlotte and jump in with a weapon combination (Jump attack, land, attack ⇒ Backdash ⇒ Attack ⇒ Critical Art ⇒ Martial Art). When he's defeated, go east until you find the **Mercury Boots** then leave the room. Travel west, following the path until you run into a tower the leads to different areas north and south. The tip of the ledge directly above you is breakable. Hit it three times to reveal a **New York Steak** (Which is needed for Wind's "Build Your Strength 2" quest). When you have it, go north from here and enter the east doorway



to find a room with a **Noodle Bun** and **2000g**. Exit the room and go to the bottom of the tower from before. Save your game at the Save Point to the west then get ready for another boss fight.



The Creature

HP	EXP	SP
4000	5000	60
ATK	DEF	MND
100	25	0



"An artificial being created by a mad scientist."

Our favorite horror movie star is back, and he's carrying more firepower than a tank. As the match starts, summon your partner then double-jump over the Creature's head. He'll turn around to face the character you're controlling (Jonathan) while your partner stands safely behind him and swings away. Cast Charlotte's spells while she's behind him, like Raging Fire or a fully powered Summon Crow (done before you jump over him) to overwhelm him with repeated hits.

From there, use Jonathan to whack at the walking turret with a Flame Whip or the Vampire Killer (if you have it). Stay close to the monster and keep an eye on his actions. If he swings his arm back, Backdash to avoid an incoming grab. If he holds both hands out and starts to electrify, stay close to him and crouch to avoid the following lightning bolt. In cases where he leaps into the air, Backdash to avoid the incoming drop, then start swinging at him again.

He has two other attacks at his disposal, both of which have a similar starting animation where he raises his elbow up and a latch opens. The following attack consists of either a missile, which explodes with a massive area of affect after it hits, or a machine gun spray. Backdash away then double-jump vertically to avoid the burst if he fires the missile. Against the machinegun spray, dangle your whip (press ○ then hold) then rapidly tap → to nullify the bullets.



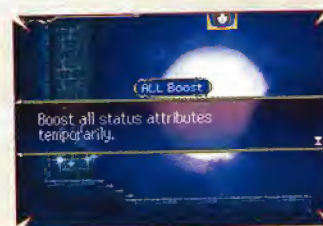
ANOTHER EXCURSION



After The Creature takes his fall, the room to the west of his location has the portals needed to go to another new world. Don't go to a new dungeon just yet though; there are a few things we can pick up now that

we have the Owl Morph. Warp yourself back to Dracula's castle.

When you're out of the dungeon, warp over to the Castle Entrance (the warp point just outside of Wind's quarters). From here, go back to the area outside of the castle, where you picked up your first Relic.



While you're standing on the first grey bridge in the area, use the Owl Morph to check out the open area above you. To your left is the All Boost spell, which temporarily raises all of your statistics.

Head over to the nearest Warp Point and make your way out to the elevator in the Tower of Death. Drop to the bottom of the



shaft and hop over to the left side of the elevator. Morph into an owl and fly straight up to find the Aura Blast Subweapon.



Now make your way out to the City of Haze. Remember the long shaft with the mine cart inside? Go back to that shaft and walk to the center of it. Directly above you is a breakable wall. Open it, then use the Owl

Morph to find a Sachertorte and the Healing Mail inside.

Take a few Warp Points over to the Sandy Grave area. From the area entrance walk east until you enter the pyramid. The item at the top of the screen is the Kaiser Knuckles, which are reached by morphing into an owl and fly east around the overhang. After you've obtained them weapon, head to the area where you originally found the Sanctuary spell (the area with the bolder rolling down a hill). The northeast corner of this room holds the Lorica, which is obtained by flying through the narrow shaft below it.



Finally, travel out to the Forest of Doom and enter the dark cave again. Remember the hidden room in the roof that you couldn't reach before? Well you can now. Go to the area with the only empty gap on the map

above you then hit the roof three times. Owl Morph your way to the top to receive the Dark Gate Dual Crush.

AURA BLAST BUG



For a fun visual spectacle, initiate the Aura Blast technique then cancel it into a Backdash. The second the Backdash starts to animate, immediately jump into the air. This trick causes the Aura trailer to tag along with Jonathan's upward leap, which looks not only odd, but seriously cool.

BURNT PARADISE

Like the Nation of Fools and its unnatural taste for gravity, the Burnt Paradise features the same deviation from the norm with a minor difference: Medusa Heads now fly at you both vertically and horizontally. This can be a huge annoyance because of all of the powerful enemies that haunt the area. Being petrified directly next to an Armor Knight or fire ring is a miserable experience that should always be avoided.



ITEM CHECKLIST

- 1 JET BLACK WHIP
- 2 BREAKABLE WALL "TRUFFLE"
- 3 MP MAX UP
- 4 HP MAX UP
- 5 HP MAX UP
- 6 MP MAX UP
- 7 HIGH POTION
- 8 SUPER TONIC
- 9 ICE CREAM
- 10 ENGAGEMENT RING
- 11 CURE POISON
- 12 BAKATWA
- 13 GOLD LEGGINGS
- 14 ARTEMIS SHOES
- 15 GREAT AXE
- 16 SPOILED MILK
- 17 TINNED SPINACH
- 18 TOMB OF ARMS 3
- 19 FINANCIER

Tanjelly



"A poisonous creature made of a slimy gel. Resistant to physical attacks."

HP	EXP	SP
155	201	5
ATK	DEF	MND
56	50	0

Don't let this flashing slime touch you—it poisons on contact. Similarly, never walk under the creature if it's clinging to the roof above you, it will drop from the ceiling and go on the offensive if you do. Since it resists physical attacks, use the Fire Whip you picked up recently to soundly dispatch this creature in no time flat.



Double Axe Armor



"An elite Axe Armor warrior who wields two axes with deadly precision."

HP	EXP	SP
191	287	14

ATK	DEF	MND
80	0	0

BERSERKER MAIL.....1.38%

SUPER POTION.....1.38%

These elite warriors can be incredibly annoying in groups, creating lots of problems for our heroes. Respect their range and speed, and go at them full-force before they can fill the screen with too many axes.

This monster also drops Berserker Mail, a unique item that increases your STR by 30 at the cost of a massive defense handicap. Not the safest piece of armor around, but it certainly is interesting to say the least.



Buster Armor



"An armored warrior who specializes in long-range attacks."

HP	EXP	SP
288	330	9

ATK	DEF	MND
55	0	0

GOLD PLATE.....1.38%

The homing rocket that the Buster Armor launches deals a massive 200 damage when it connects. Slap it away using a physical attack to avoid its devastating explosion. If the trajectory is right, you can even bounce it back towards it for easy damage.



Yorick



"A skeleton that ceaselessly chases its own skull."

HP	EXP	SP
110	151	6

ATK	DEF	MND
63	0	0

SPADE.....6.90%

The skull-kicking Yorick holds one of the cards needed for Wind's "The Gambler" quest. He's usually found hanging upside down at the top of roofs, which is a strange place to be doing anything.

OBJECTIVE CHECKLIST

POINT 1

Travel right and start heading down the east end of the map. Along the way you'll find a new enemy called the Guillotiner, who flies around the area frantically looking for heads to slice. Use the Lizard's Tail to slide to safety if he separates himself and attempts to drop his guillotine onto your location. The Vampire Killer or Long Spear is effective against this cretin, so slap him around a few times with jumping strikes to seal the deal. You'll also encounter the Vice Beetle for the first time in this dungeon, which clings to walls while spraying a poisonous gas that hits multiple times. It only takes a single hit to kill the creature, so take a swing at him when he isn't spraying his gas.



POINT 2

This room is infested with Rippers, which can be dealt with in an easier manner by equipping a Medusa Whip. After the room is cleared, take three swings at the wooden box at the top left corner of the screen to reveal a Truffle. Exit the room west, and then drop south. When you hit the bottom, travel east two rooms to find a Save Point. South from here is a Warp Point, which should be activated for later use. From here you can go straight to the area boss and defeat her (go north, then make a turn west), or you can cover the west side of the map.



POINT 3

Shape shift into a Toad or Owl to grab the Super Tonic. From here continue north until you reach the winding midsection of the west end of the map.



POINT 4

The axes in this area are all swinging to the right, but that doesn't mean it's safe on the left side of the map. Vice Beetles are clinging to the platforms in the center of this area, all of circle around the center platforms spewing gas. Climb north and pass by them when they're at the opposite side of the room.



POINT 5



Travel west out of Medusa's residence, then jump over to the room on your left. The Jet Black Whip is here, which you may find useful against Richter if you haven't dealt with him yet. Leave the room and head south-east into another warp room and proceed to the Forgotten City.

Medusa



A monster who turns her victims to stone.
One of three Gorgon sisters.

HP	EXP	SP
5000	0	0
ATK	DEF	MND
150	0	0

The snake queen has the ability to summon a swarm of Medusa Heads. Defend against them by hitting them with attacks, which causes them to dissipate. Dangling a whip (press and hold Δ , then move directional pad) and rotating it in circles is an easy way to protect against their erratic flight paths.

Medusa has three main physical attacks. The first is a snake arm strike, which is dodged by double-jumping just before it hits. The second attack, which consists of Medusa morphing into a giant snake, is also avoided by double-jumping just before the strike. Her final physical attack consists of a tail strike that bursts through the ground of the stage in a waving motion. Stand in-between each arc of her tail to avoid taking damage, then jump vertically and strike Medusa while she's vulnerable.

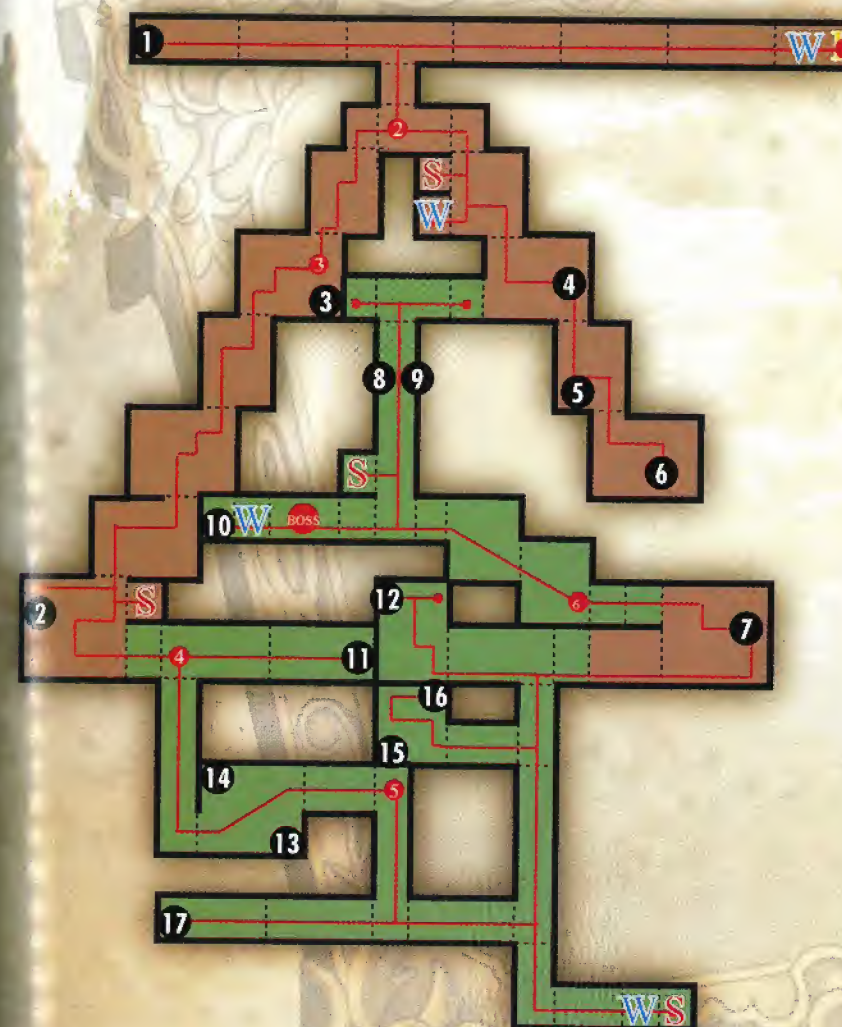
Medusa yells "Petrify!" just before firing a beam of light that engulfs the screen. If you're facing Medusa during its release, your character becomes encased in stone. Turn the opposite direction, so that your character's back is facing her, to avoid looking like a memorial statue.

Attack the vicious wench in-between the techniques she uses with jumping strikes. Medusa is weak against Holy damage, so if you have it available, equip the Vampire Killer. If you don't have it yet, the Long Spear deals plenty of damage against her without the need of elemental damage. If you're ever being overwhelmed



FORGOTTEN CITY

This area has two sides to it. The east side of the map leads to a dead end, so move through the west side first. You'll eventually find a button that opens a path between the east and west side, so don't worry too much about dealing with the east side early on.



ITEM CHECKLIST

- 1 EYE FOR AN EYE
- 2 GRIFFON WING
- 3 ATTICA HELMET
- 4 SUPER TONIC
- 5 CURRY
- 6 SUPER POTION
- 7 2000G
- 8 HP MAX UP
- 9 MP MAX UP
- 10 HOLY MAIL
- 11 PRINCESS TIARA
- 12 MP MAX UP
- 13 METEOR
- 14 BOOK OF DEATH
- 15 2000G
- 16 VENUS BROOCH
- 17 PLATINUM CORSET

Quetzalcoatl



"A reincarnation of the ancient snake god."

HP	EXP	SP
128	228	9
ATK	DEF	MND
55	0	0

This bony favorite and its otherworldly jockey bounce around the room somewhat randomly, causing damage when they actually run into you. Strike the skull to break the entire creature apart.



"Carmilla's servant."

HP	EXP	SP
415	320	10
ATK	DEF	MND
59	0	0

COCKTAIL DRESS.....3.45%

MIDNIGHT TIARA.....2.07%

OBJECTIVE CHECKLIST

THE KING OF THE BIRDS

The Dodo resides in this area, whose defeat is needed to complete Wind's "Find the King of Birds" quest. He's in a sandy area infested with mummies, one screen to the right of the leftmost screen (head west from the Forgotten City's entrance until you're there). The bird spawns at random when you enter this screen from either end (stand still immediately after entering). Once he does, he'll approach your location until he notices you, then immediately run away. Use Jonathan's Subweapons (like the Javelin) to defeat him before he leaves the screen. The reward for this quest is the Thief Ring.



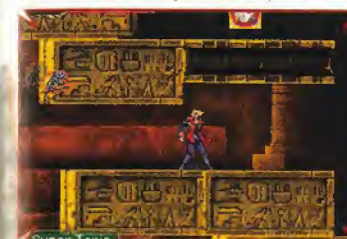
POINT 1

Travel west while slaughtering the several mummies that attempt to thwart your travels. A single thrash from the Vampire Killer or Flame Whip should do the trick. A new enemy called the Poison Worm spawns when you approach a giant hill. It only has one attack to speak of which is a poison vomit attack that's avoided by moving directly in front of the beast. Cut the beast down with Charlotte at your side until its defeat, then continue west. At the end of this path lies the **Eye for an Eye** spell. Now go east and backtrack to the sandpit the Poison Worm spawned from. Stand in the pit to eventually sink into the pyramid below.



POINT 2

Just as you drop into the tomb, Laura is sitting in a chair awaiting your arrival. Once she's dealt with you have two options at your disposal. Going east leads to a dead end, but there are early Save and Warp Point that may be of use to you later. There are also a few useable items to pick up along the way, namely a **Super Tonic**, **Super Potion**, and a plate of **Curry**. The west path leads to the deeper parts of the dungeon, so



whether you decide to go east first or not, come back to this point and start moving through the west side of the dungeon.

POINT 3

The path leading southwest is fairly straight forward, so follow it to the bottom (be sure to pick up and equip the **Attica Helmet** along the way). When you reach the bottom, use Charlotte's Owl Morph to fly up to a gap in the top left corner of the room. Inside lies the **Griffon Wing**, an ability that enables Jonathan to leap into the sky indefinitely (press **++L** Button while grounded or airborne). When finished, drop off the ledge



and save your game at the Save Point to your right, then proceed through the southeast door. Move east, ignoring the path leading south when you come to it. The dead end you come to contains the **Princess Tiara** a fabulous headpiece for Charlotte that raises her Luck by seven points.

POINT 4

Go south until you find a doorway going east. There's a small crack under the incline to your right. Use the Toad Morph ability to slip inside and obtain the **Meteor Dual Crush** at the end. Leave the crevice and use Jonathan's Griffon Wing ability to fly through the shaft above you. The **Book of Death** is lying at the top, take it and drop back down. The stone rolling down the hill is a little faster than the one in Sandy Grave. After it passes over head, jump on to the slope then use Jonathan's Griffon Wing ability



to jump through the cracks overhead as the rock rolls down the hill. Don't try to pass more than one crack each time the rock rolls past you, take your time. When you reach the top, wait for a rock to leave the cave and roll down hill, then run past the cave before the next rock rolls out.

POINT 5

Drop down the shaft the make a left when you reach the bottom. Obtain the Platinum Corset at the end of the path, then backtrack to the shaft and head into the east doorway. Move east until you come to another vertical shaft, then move south and follow the path until you come to a Warp and Save Point. Return to the vertical shaft and proceed north. When you make it to the next room up, make a left into the doorway next to you. Follow the path to find a **Venus Brooch** (strike the pharaoh head next to



it for some gold). Backtrack to the top of the vertical shaft, then start going north. When you reach the next room up, go west to eventually come to a **MP Max Up**, then backtrack and start moving east. The room on the far east end of the map has **2000 G** in its top right corner.

POINT 6

Take caution when walking up the slopes in this area. Quetzalcoatl comes hopping down the hill as you trek upwards. Anticipate where he's going to land then step aside. Swing at his head before he bounces away and continue onward. When you come to the doorway to the boss room, go north for a Save Point and a long vertical shaft that leads to an **HP and MP Max Up**. Use the Griffon Wing to fly to the top, which eventually leads



to a glowing switch. Jump on top of the switch to open the door to the east side of the map, then go back down to the door leading to the area boss.

POINT 7

Start moving west, passing the two warp rooms you encounter along the way. At the end of the path is the **Holy Mail**, a white piece of armor that reduces the damage of Holy attacks. When you're ready, head back to the nearby paintings and warp into 13th Street.





Mummy Man



A member of a royal family who became a mummy in search of everlasting life.

HP	EXP	SP
4500	5000	60
ATK	DEF	MND
100	0	50

Before the fight starts, equip Tempest and Tomb of Arms 3 to Charlotte. Equip Jonathan with the Vampire Killer or Flame Whip, then proceed inside the tomb. With both characters out, switch your control over to Charlotte, then jump over the Mummy Man. Jonathan should stay in front of the beast while you end up behind him. Start casting fully powered Tempests while Jonathan is swinging at him, then attack him when you recover from the spell with your Tomb of Arms. While this is happening, pay close attention to the actions the Mummy Man makes to avoid them.

The Mummy Man's first attack revolves around summoning three large blocks that push your party to the corner. Once cornered, spikes come out from blocks, which roughly inflict 170 damage to your characters. Jump over the blocks after they're initially summoned to avoid the spikes. While he's still recovering from the attack, strike him a few times before the blocks disappear.

The second attack involves the Mummy firing a ribbon out towards your current location. Slide under it, or double jump forward to avoid its slow pursuit. It may start to home in on your location if you jump forward, in which case it won't hit you if you continue moving away from it.

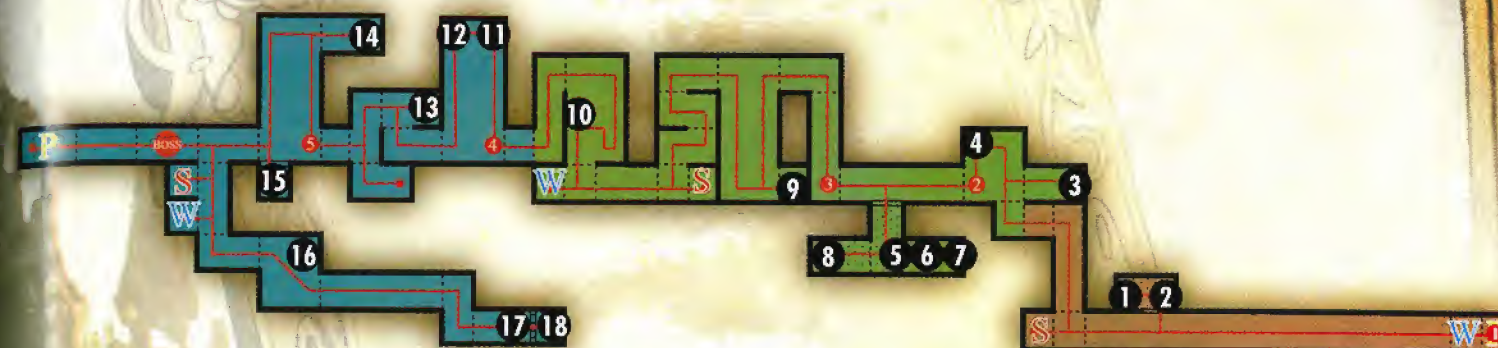
The Mummy's last attack summons five stones from the background and hurls them towards your location. These stones create different shapes before launching, but they're always handled in the same way. Stay still until one of the stones turn red and fire towards your location, then move or jump away just before it hits.

Lastly, if the Egyptian monster ever tries to attack Jonathan, simply dismiss him before the move hits. Summon him again when the coast is clear and continue your attack. Don't worry too much about dodging his attacks if your HP is high, since the aforementioned attack pattern completely obliterates his HP before he even has time to stage a third attack.



13TH STREET

This is the final dungeon before the fight with Drauner. Buy Anti-Venom potions before entering—many of the enemies here have the ability to poison you. Don't miss the Assassin's Cape, Shaman Ring, and Shogun Helm while you're here, they're incredible pieces of equipment that you'll need later.



ITEM CHECKLIST

1 SHOQUN HELM	5 GATEAU FRAISE	9 SUPER POTION	13 HP MAX UP	17 STEEL GREAVES
2 KUGELHOPF	6 WHEAT ROLL	10 SAMURAI LEGGINGS	14 WEDDING DRESS	18 WINGED BOOTS
3 ASSASSIN'S CAPE	7 LANGUES DE CHAT	11 MILLE-FEUILLE	15 SHAMAN RING	
4 GATEAU MARRON	8 HP MAX UP	12 2000G	16 MP MAX UP	



Ghoul King



"The rarely-seen king of the ghouls."

HP	EXP	SP	ATK	DEF	MND
44	291	15	82	0	0

Appears when all the Ghouls in an area in 13th Street are vanquished. This is possible in any area where Ghouls appear. His death is needed to appease Wind's "Defeat the Ghoul King" quest.

SURCOAT 8.28%

ROYAL CROWN 5.52%



Nyx



"The master of night."

HP	EXP	SP	ATK	DEF	MND
160	206	6	49	0	0

Nyx holds one of the cards needed for Wind's "The Gambler" quest. Jump over here when she dives at you with her needle. Take a few swings at her when her back is turned to seal the deal.

HEART 8.28%

PRINCESS COAT 1.38%

Amalaric Sniper



"A fallen angel who is now a fearsome archer."

HP	EXP	SP	ATK	DEF	MND
179	218	8	52	0	40

PUDDING.....2.07%

BLESSED ANKH.....1.38%

OBJECTIVE CHECKLIST



The long hallway west of the first Warp Point of the stage has a train inside. The train appears after you've walked down a quarter of the hallway. If nothing is done, the train pushes you back into the Warp Point room, making it impossible to proceed unless something is done. Dismiss your partner and walk down the shaft until the train hits you, then immediately hold ~ and



press Q to initiate a tag team push. If you summoned your partner and started pushing the absolute second the train hits you, it should stop just before pushing you out of the room, allowing you to pass.

POINT 1



Travel west and eliminate the Buster Armors and Light Keepers you run in to. Whipping at the Buster Armor's missile shot to reflect it back at him is especially effective here, so use it often. Near the end of the long hallway is a breakable roof. Swing at it three times to break it, then Griffon Wing your way to the top to obtain a Shogun Helmet and a Kugelhopf. Continue west until you find a Save Point, then leave the room and climb north. Follow the path until you see a doorway to the east. Enter inside to find a stream of Ghouls protecting an Assassin's Cap. When the room is clear, go back to the west room and follow the path northwest to find the Gateau Marron. Exit the area out of the southwest doorway.

One of the game's few Holy enemies, many of the best weapons become lackluster on these angelic snipers. Switch to Dark weapons like the Jet-Black Whip and the Book of Death. This is actually one enemy that gives a purpose to Dark Rift.

POINT 2

Go west until you come to a glowing green cart. Push it left a bit, then swing your weapon at the ground it was originally on to reveal a breakable floor. Drop to the bottom of the pit and swing at the right wall three times to reveal another secret room. Enter the right room to see several Rippers swarming the area. Use a spell like Chain Lightning (bought in Vincent's shop) to eliminate them all in a single shot. Grab the Gateau Fraise, Wheat Roll, and the Langues de Chat before leaving the room. Walk over to the west doorway and kill the Mothmen inside to clear the path to a HP Max Up. When finished, leave the room and climb to the top of the hole. Start walking west again until you enter a building.



POINT 3

This path is extremely straight forward. The only things you need to keep an eye out for are the Mothmen and Nyx that appear in this area. Both have the ability to poison you, so you may want to equip Charlotte's Cure Poison spell for the trip.

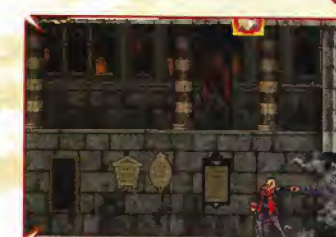


POINT 4



The Ghost Dancers in this room are highly resistant to anything that doesn't deal Holy damage, so the Vampire Killer or Bible is a must here. The northeast corner of this room has a ledge with Mille-Feuille on it, while the northwest corner has a bag of 2000 G. Exit the room from the southwest door and follow the path until you come to the room with a Final Guard inside. Defeat the towering knight to gain access to a HP Max Up then exit through the west doorway. Drop to the bottom of the next room over. Enter the south corridor. This room contains a cross that's needed to complete Wind's "Pray Before the Cross" quest. Exit from where you came from and start moving west again.

POINT 5



The top right corner of this room has a hole in it. Enter it by using the Owl or Toad Morph. Inside lies a Wedding Dress, which is being defended by countless Aliorumnas and Nyxs. Everything in the room is resistant to magic, so use a bladed weapon like the Royal Sword to finish the job. When you're done, exit the room and go to the bottom left corner of the area with Ghost Dancers floating around. Swing at the floor to reveal a breakable wall. Drop inside to find a Shaman Ring, an accessory that increases the amount of EXP you receive. Leave the room then continue west to find the door to the boss. Don't enter it yet though. Go through the south corridor and save your game. Follow the path south to eventually find an MP Max Up and Steel Greaves. The wall directly to the right of the Greaves is a false wall. Hit it three times to reveal a room carrying the Winged Boots.

Werewolf



"A cursed man who transforms into a ferocious beast when the moon is full."

HP	EXP	SP
4500	6000	60
ATK	DEF	MND
110	0	0

The Werewolf carries a handful of physical attacks aimed to keep you from launching ranged assaults. His standing punch, dashing claw slash, and dashing uppercut are all avoided using the Back Dash. His other abilities, like his pole throw, are avoided by crouching in front of him. He can even summon wolves to back up his offense, but they're easily dispatched with a single swing if your weapon.

Keeping your distance from him isn't necessary though. Charlotte's Summon Crow spell acts as an incredible back up offense to any normal assault. Summoning Jonathan then jumping over the Werewolf to commence a pincer attack, quickly eradicates the beast's life bar in seconds. He's also weak against the Holy attribute, so the Vampire Killer and Jonathan's Bible subweapon only fortify the massive damage output. The Vampire Killer's Critical Art deals almost 400 damage to the beast in a single hit, and since your MP is regenerated at the end of the fight, there's nothing to stop you from going hog wild with your MP reserve. Launch the above assault in glee as the Werewolf crumbles in mere seconds.



LOST GALLERY

After the Werewolf barks his last bark, the final painting that leads to Brauner's domain opens. Before heading inside, make a stop by Vincent's shop and buy a few back up items in case they're needed. When you have the items you need, travel out to the warp room next to the Lecarde sisters and prepare to enter Brauner's domain.



Brauner



An artist who became a vampire and renounced humanity.

HP	EXP	SP
6000	0	0
ATK	DEF	MND
93	44	66

The Vampire Killer is easily the most damaging weapon against this cretin, so if you don't have it already, get it. Your entire offense this fight revolves around attacking with the Vampire Killer and canceling the attack into a Critical Art (→++Ⓢ). Repeatedly perform this sequence until Brauner uses one of his many painting techniques, then back away from him to the other end of the screen and prepare to dodge the attack. Don't bother summoning Charlotte, she'll only take hits and lower the MP you need to use the Vampire Killer's Critical Art.

When Brauner yells "Blood art technique!" two red streams of paint appear on screen. The formation they appear in depends on the motions he makes with his hands as its starting. There are three types of this attack, the first being two horizontal lines parallel to each other. The second is a "V" shaped mark, while the third is an "X" shape. In the case of first two versions of this move, stay close to him until either type of attack comes out, then double jump away from him. There should be just enough room to land in a small clearing at the edge of the screen. When it comes to the "X" shaped painting, move away from him immediately and crouch directly under the "X". After any of these attacks, Brauner yells "A painting of the soul!" and sprays blood over the area around him. This attack won't hit as long as you retreated away from him during the streak attacks. Also note that any of the paint he places on the field can be removed when it's attacked. It's vital that you clear any paint that may obstruct your path as soon as it's placed on the field.

Brauner's other abilities consist of three terrifying creatures that are placed on the field after he yells "I'll make you my masterpiece!". The myriad of floating heads he summons have the ability to petrify your character. Deflect them by rotating your whip around in a circle. The two giant grey monsters that appear on the field are avoided by waiting for the bottom to move first, then jumping over it and staying grounded while the second passes overhead. The final creature he summons is a pair of green fan blades that roll across the field. These can only be evaded if he performs the attack from a distance, in which case you can walk with the blades as they pass over you.

Brauner's final ability causes him to change into a painting and bounce around the field. Pay close attention to the direction he's bouncing to evade his charges towards you. He's open to attack during the entire duration of this move, so take a few swings at him if he isn't flying towards you.



THRONE ROOM

The doorway to Dracula's domain is now open. The final fight lies ahead of you, so save your game and make the preparations needed to take the master of the night down. You may want to avoid fighting him for now and work on completing any extra quests you may have missed to become stronger. If you're eager to end things now though, march up the bloody stairs of the Throne Room and enter his quarters.

ITEM CHECKLIST

- 1 ROBE DECOLLETE
- 2 SPEED UP
- 3 2000G
- 4 HP MAX UP
- 5 MP MAX UP
- 6 BREAKABLE WALL "FOIE GRAS"



OBJECTIVE CHECKLIST

POINT I

At the very bottom of the bridge is an area you can drop through by pressing ++Ⓢ. After you're below the bridge, go to the southwest corner of the area to find a HP Max Up. Now, return to the top of the bridge. The top right corner of the castle wall is breakable. Attack it three times to reveal Foie Gras. Now jump over to the stand in the middle of the bridge to pick up a MP Max Up. When ready, jump over to your left to obtain a 2000 G bag sitting on a ledge. Now enter the building to the west. The roof of the first room you enter is breakable. Open the path then enter inside to find the Speed Up spell and a Robe Decollete.





Dracula



The true master of the castle.

HP	EXP	SP
6666	0	0
ATK	DEF	MND
130	44	99



Dracula and Death team up to stage a joint attack never before witnessed. Dracula teleports around the room while Death flies overhead, taking swings at you on the ground with a downward slice. Both Dracula and Death share the same HP, so hitting either of them, whether it's Death or Dracula's head, lowers that total amount.

Whenever Dracula comes out of his teleport he fires one of two different types of fireballs. The spreading type can be nullified with attacks or jumped over, while the orb fireballs must be jumped over or crouched under.

Use the Griffon Wing to repeatedly leap to the top of the room whenever Dracula yells "Bat Form". A screen engulfing bat charge comes soon after, which deals massive HP damage if it connects.

Death and Dracula have one last team attack that they use when they're low on HP. Death summons a myriad of mini scythes across the screen, which Dracula turns into flaming orbs after a few seconds pass. The orbs can't be avoided if there's too many onscreen, so dissipate the scythes when they're first released with weapon attacks to weaken Dracula's follow up.

The trick to this fight is to keep moving. Death only swings at you when he's completely aligned with your character. Bait him to swing by letting him hover over you, then move left or right at the last second. Death leaves the screen momentarily whenever he swings his scythe. Use this moment to stage an attack against Dracula by swinging your whip at his head. Stage an attack against Death whenever Dracula is teleporting around the screen to earn a little more damage.



True Dracula



The true master of the castle.

HP	EXP	SP
6666	0	0
ATK	DEF	MND
140	66	66

As a final desperate effort, Death gives his power to Vlad, causing him to shape shift into a giant monster. Dismiss Charlotte and continue your attack with the Vampire Killer—paying close attention to the beast's actions in order to avoid his deadly attacks.

If he lifts his head and draws his arms back, a charging knee attack is coming. Slide under the knee using the Lizard's Tail to avoid damage. His ground punch maneuver, which causes rocks to spray from the ground, is

avoided with a quick Back Dash. In cases where Dracula flies to the top of the screen while raining fireballs across the stage, slowly walk away from him while stopping in-between each fireball burst.

Two massive hands surround your party whenever Dracula sits on his throne. If both hands move close enough to your character, Dracula initiates a crushing attack that automatically eliminates them. Avoid certain doom by attacking each hand with the Vampire Killer's normal attack and Critical Art, which slowly pushes them away. Summon Charlotte to help you with the job, who can concentrate on one hand while you deal with the other. With both keeping a hand at bay, Dracula usually retreats from the plan after a few seconds pass.

The object of this fight is to concentrate on landing the Vampire Killer's Critical Art, which deals massive damage to the overgrown bat. Don't bother summoning Charlotte, strike with the Critical Art whenever Dracula finishes an attack, then prepare for his next assault. With fast reflexes and careful MP management, the Belmont's eternal rival will fall to the same whip that's destroyed him many times before.



ITEM CHECKLIST

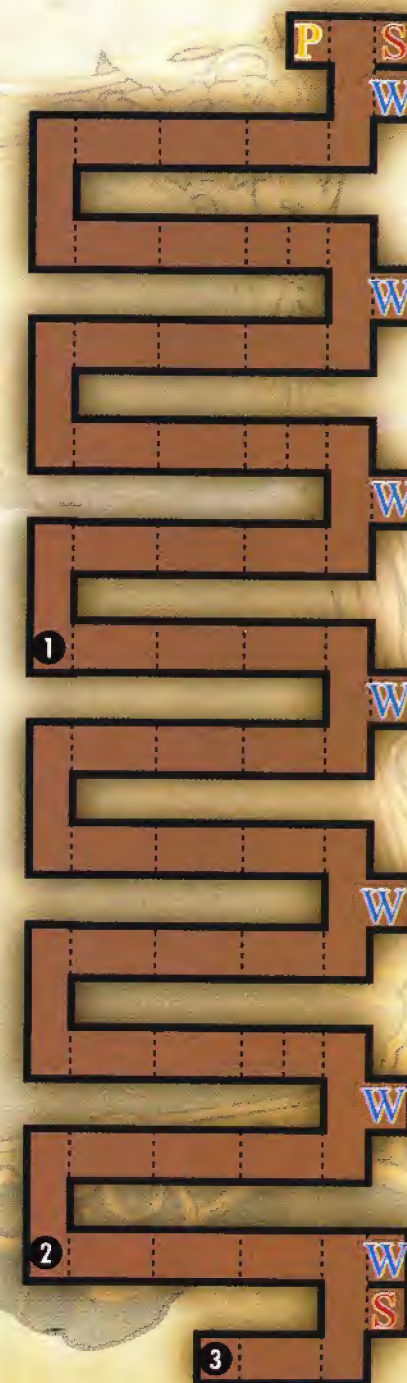
- 1 TOME OF ARMS P1
- 2 TOME OF ARMS P2
- 3 GREATEST FIVE

NEST OF EVIL

Wind eventually offers a quest labeled "The Nest of Evil", which asks you to find 888% or more of the castle's maps. When completed, a new area opens near the Castle's Entrance (a hole in the ground that's directly under the grey bridges just outside of the castle), which is called the Nest of Evil. This amalgamation of back-to-back arena fights contains many of the enemies seen in Castlevania: Dawn of Sorrow. This dungeon is completely optional and doesn't need to be completed to finish the game. However, the rooms present are very challenging and offer a handful of unique items that can't be found anywhere else.

Once a room is entered, the doors behind you close, so you must complete the room before you're able to move on. Only the door leading to the next room in the dungeon opens after a room is cleared, so you can't retreat back to a previous room. There are Warp Points placed every two floors, which can be accessed and used to teleport to the Save Point on the first floor. This is important to keep in mind when you've just been through a rough section of the dungeon and you need to be rejuvenated. You can always teleport back to the same point again when you're ready to return.

In those instances where you're low on rejuvenating items and a Warp Point isn't close, the Healing Mail can be used as a last ditch effort to gain life back in an empty room. It restores 2 points of HP for every second you're walking, so the process is slow, but if you have the time, walk into a wall for a few minutes to regain the HP you need for the next room.



A GUIDING LIGHT

FLOOR STRATEGY

FLOOR 1 - ROOM 1

A Quetzalcoatl and two Dead Warriors inhabit this room. Watch the Quetzalcoatl's bouncing path to evade being hit, then attack its head as it bounces away. The Dead Warriors are riding on a fixed path, so stand just outside of their riding distance and swing at them.



FLOOR 1 - ROOM 2

Attack the Bone Arc immediately to remove it before it has a chance to fire. The second Demon spawns on the opposite side of the room, so don't walk that direction until you've dealt with the first. Repeated jumping attacks make quick work of the Demons with the Vampire Killer in hand.



FLOOR 1 - ROOM 3

Abuse Charlotte's Ice Fang spell against the Lightkeepers while Jonathan slaps the Mothmen out of the air.



FLOOR 2 - ROOM 1

The Minotaurs in this room die almost instantly to the Vampire Killer's Critical Art, which can hit several of them in a row if you're close enough. Take a swing or two after it hits to finish them if they manage to survive.



FLOOR 2 - ROOM 2

A fully powered Summon Frog spell does wonders in this room if you have it, but if you don't, use piercing light to deal with the Jack O' Bones, then crouching in front of the Final Armor and dangle your whip to hit it repeatedly.



FLOOR 2 - ROOM 3 (BOSS)

Balore inhabits this room, a massive giant with a single eye. If his eye flashes purple, then duck to avoid the incoming beam. If he moves his fist towards his body, Backdash to avoid his deadly uppercut. Whenever he lifts his fist towards his head, crouching under the first strike, then double-jump vertically to avoid the follow up blow. Jump and whip the creature repeatedly in-between his attacks to bring him down.



FLOOR 3 - ROOM 1

The Dragonflys die to a single attack, so swipe at them with the Vampire Killer for an easy kill. Bounce the Buster Armors shots back at him with your own attack to quickly move along to the next room.



FLOOR 3 - ROOM 2

Heavy Armor takes his time swinging his mace, so bring him down as he's spinning it to avoid a drawn out battle. Once they're out of the picture, jump and attack the Ruler's Sword a few times to move along.



FLOOR 3 - ROOM 3 (BOSS)

Together can be eliminated in a single hit, so take him down immediately. The Skeleton Blaze likes to perform sliding kicks, so do a quick crouching attack whenever you think one is coming. The Cave Troll is extremely dangerous, so approach him with caution. Attack him then cancel the attack into a Backdash to move away from him. If he leaps vertically into the air, back away from him to avoid a downward tongue attack. Afterwards, he often jumps forward with a spinning tongue attack. Slide under it then attack his back when he recovers to score a hit. When he's dealt with, move along to the back of the room to find a Together spawning in an attempt to catch you off guard. Slap him once with your whip to move along to the next area.



FLOOR 4 - ROOM 1

As you enter the room, summon Charlotte, crouch, then start winging repeatedly. The Armored Fleamen should run directly into your strikes. The Guillotiner, who's flying around aimlessly as always, is brought down with a few basic jumping attacks.



FLOOR 4 - ROOM 2

The Iron Golem is pretty slow in general, so keep your distance and attack him with the tip of your whip. Both his kick and fire breath attack are easily avoided with the Back Dash. On an amusing note, using Charlotte's Tempest while the Golem attempts to release his fire breath causes the flames to be blown away!



FLOOR 4 - ROOM 3 (BOSS)

The Vampire Killer's Critical Art is extremely potent against Gargath, so abuse it frequently. If the monster leaps towards you, slide under him to avoid the following stomp. If he leans over and starts to shake violently, back away to the edge of the screen to avoid his incoming gas attack. If he starts firing a laser from his mouth, run forward and crouch in front of him to avoid the shot.



FLOOR 5 - ROOM 1

The Lesser Demons lose out big time to the Vampire Killer, so hit them a few times to bring them down. The Skeleton Farmers throws seeds that grow into Une and Mandragoras. Attack them after the plants disappear and before they throw more seeds.



FLOOR 5 - ROOM 2

The invisible swordsman Alastor becomes stunned every time his sword is hit. Continually hit his sword to assault him without the threat of a counter attack.



FLOOR 5 - ROOM 3 (BOSS)

The Demon Heads take forever to get moving, so hit them while they appear to defeat them before they have a chance to attack. Yorick is...well, Yorick. Hit them once to move along to the next area.



FLOOR 6 - ROOM 1

Initiate the Dark Rift spell as you enter the room to absorb the projectile bones the Gold Skeletons throw. With their only method of attack nullified, swap over to Jonathan to finish the job with his whip.



FLOOR 6 - ROOM 2

Time Stop completely freezes the Doubleaxe armors in the room, so use fully powered version immediately then switch over to Jonathan kill them off.



FLOOR 6 - ROOM 3 (BOSS)

If Zephyr jumps to the roof, Lizard Tail under him as he goes downwards to avoid his knife. If he draws his arm back, jump vertically to avoid his triple knife throw. Don't attack him if he flashes briefly, doing so causes him to initiate a time stop attack.



FLOOR 7 - ROOM 1

Double-jump over Amducias to avoid both his dash and lightning attack. Strike him during the lightning attack for plenty of damage.



FLOOR 7 - ROOM 2

Cast Dark Rift in this room to suck in the bones the Gold Skeleton's throw. Defeat Alastor and the Gold Skeletons with whip strikes as they attempt to deal with the mini black hole.



FLOOR 7 - ROOM 3

Rush in and attack the Bone Ark with the Vampire Killer as fast as possible. Double jump over any of the shots that get released, then continue attacking when you land.



FLOOR 8 - ROOM 1

Immediately start crouching and attacking as you enter the room. After the first set of Vice Beetles are defeated, prepare for a second set soon after, which is dealt with in the same way.



FLOOR 8 - ROOM 2

This room contains only a single Ruler's Sword inside, which is hardly a challenge at this point. Swing at it with the Vampire Killer and walk to the next room in disappointment.



FLOOR 8 - ROOM 3 (BOSS)

When Aguni flies off of the screen, continue moving until he hits the ground then jump to avoid the fire wave. If he spits fire on the ground, jump vertically over each wave then attack Aguni at the peak of your jump. If he ever flies backwards for a second, immediately duck to avoid a charging attack. Finally, if he lifts his hand and starts moving towards you, continue running away to avoid his claw slash.



FLOOR 9 - ROOM 1

There really isn't an easy way to tackle this room. Both of the Creatures tend to cover the others weaknesses, so they can be hard to manage. A pincer attack is the most effective attack option, which needs to be back by constant Critical Arts with Jonathan's Vampire Killer.



FLOOR 9 - ROOM 2

This is a beast of a room. Cave Trolls inflict outrageous amounts of damage, so avoiding taking hits is your biggest priority. Don't rush in; carefully approach each enemy so that only one attacks at a time. Walk just into range to attack then cancel into a Backdash then jump vertically. After the hit, they'll either perform a tongue attack, a jumping tongue attack, a green shield, or jump forward. Regardless of what they do, you can come down with another strike. If they did the tongue attack, strike them again when you land. If they jumped, jump away from them again to avoid another tongue attack then repeat. Take it slow and you should clear the area without taking a hit.



FLOOR 9 - ROOM 3 (BOSS)

Use Time Stop to deal with the Doubleaxe Armors. Move in and start using Critical Arts on the Iron Golem, then kill the last of the Doubleaxe Armors while they're still frozen in time.



FLOOR 10 - ROOM 1

This is basically a throwaway room. Yorick dies with a single swipe from your whip. Keep an eye out for the skull he kicks though, which should be hit with your weapon to avoid harm.



FLOOR 10 - ROOM 2

Everything in this room is weak to Stone, so use Charlotte's Summon Medusa spell or a Medusa Whip (both items found off of the Medusa Head) to make quick work of everything here.



FLOOR 10 - ROOM 3 (BOSS)

The U-shaped formation is avoided by using the Griffon Wing to repeatedly hit the roof in the middle of the arc. If he performs a U-shape turned on its side, retreat to the corner of the room and crouching. When he draws a line across the room, crouch and start attacking in front of you with your partner out to eliminate the bugs. Or, you can just scrap the whole dodging thing and simply use a fully powered Tempest to deal with the bugs, which shields you from harm against almost every pattern he has under his belt.



FLOOR 11 - ROOM 1

Defeat the Vapula with a few whip strikes, then jump over Amducias and hit him from behind like before. Continue jumping over him if he repeatedly uses the dash attack. Strike only when he fires the lightning move.



FLOOR 11 - ROOM 2

Use a fully powered Time Stop to help against the Amalaric Sniper. The Heavy Armors have huge delay on their attacks, so wait for them to start spinning their mace, the whip them a few times to proceed.



FLOOR 11 - ROOM 3 (BOSS)

Use a fully powered Time Stop to have your way with these jerks. If you don't have it, Summon Crows and Thunderbolt work well against Old Axe Armor.



FLOOR 12 - ROOM 1

The Wyvern in the sky makes it difficult to Back Dash away from the Cave Troll's attacks, so use Time Stop to keep under wraps. The Cave Troll isn't affected by Time Stop though, so deal with him normally when the Wyvern is frozen.



FLOOR 12 - ROOM 2

The Malphas have a terrible starting period that makes it easy to defeat them before they're full active. Attack them repeatedly one-by-one to clear this room unharmed.



FLOOR 12 - ROOM 3 (BOSS)

The Vampire Killer is useless against this party, so equip a slashing weapon like the Royal Sword. Tackle Sypha and Trevor first, as Grant is practically harmless. Dark spells like Nightmare (obtained from Malachi) and Dark Rift aren't bad against the group, so use them when possible.



Doppelganger



A demon who assumes the form of its intended victims before kissing them.

HP	EXP	SP
2000	2000	99
ATK	DEF	MND
130	30	0

Doppelganger takes the shape of Jonathan or Charlotte with whatever equipment you currently have on. So if you have a Vampire Killer and a Bible on, those are the weapons the Doppelganger will use. Interestingly enough, if you change your items during the fight, the Doppelganger won't match your changes. Before entering the fight, remove all of Jonathan's equipment to cripple the Doppelganger. Once you're inside, equip all of your items again and watch with glee as the Doppelganger attempts to stage an offense with his bare hands. Attack him as normal without the worry of taking damage; he'll only deal a single point of damage to you at most.



THE GREATEST FIVE

Once the Nest of Evil is completed, your reward is the most powerful Dual Crush of all—The Greatest Five. This timeless ability summons 5 legendary Belmonts to your aid, which inflicts from 600 to 1000 damage to everything on the screen in an instant. When combined with the Magus Ring (a reward from Wind for completing every quest), your limitless pool of MP can be access whenever the Dual Crush ability is available to massacre anything that's standing in your way.



A GUIDING LIGHT

THE CRYPT

What is a man without his secrets?

Welcome to *The Crypt*, a miserable little pile of secrets that boasts a variety of optional things to do after you've completed the main game. The content here contains various modes of play that are not of the norm, ranging from extras quests that feature old friends from previous games, to special modes that enable you to listen to the various sounds present in the game. Toss some wood in the fireplace, pour a glass of wine, and browse through this section with a vicious grin that would make even the Count himself jealous of your findings.

Optional Endings

As mentioned in the walkthrough, there are two major endings: one bad, and one that is better. The bad ending is received if you defeat Stella and Loretta normally, without curing them of their vampirism. The good ending, and access the extra areas, is obtained by successfully hitting Stella and Loretta with the Sanctuary spell (found in Sandy Grave). Once done, access to the remainder of the game opens, and the true ending can be obtained.

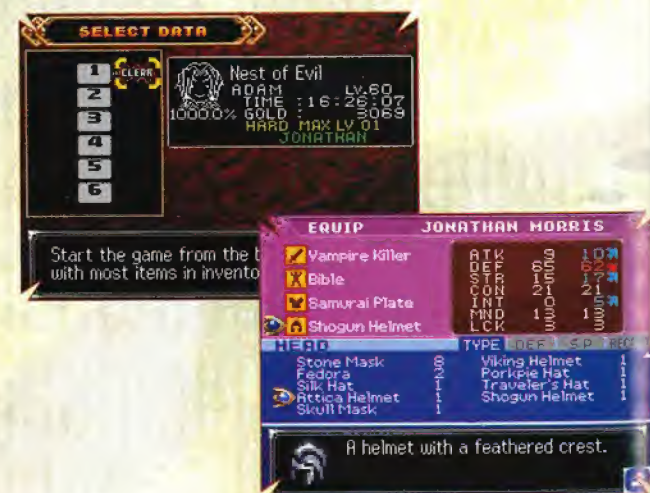
In addition to the two main ending types, there are two small variations to the true ending. Vincent is bitten by a vampire right after curing the sisters, causing him to start acting a little nutty whenever you speak to him. It's possible to cure him with the Sanctuary spell, just as you did the sisters, which earns a typically happy ending. You can choose not to cure him at all, which earns a slightly odd ending once you beat the game. There is, however, no difference in gameplay if you choose not to cure Vincent.

In either case, the true ending is needed to unlock the majority of the modes found in this section. If you want to check out the ton of extra content contained on this cart, strive to earn the best ending!



New Game+

After obtaining the true ending for the first time, a bat symbol with the words "clear" inside it appears next to your save file. Pressing \blacktriangle on the directional pad moves the cursor over to the symbol. If selected, this option enables you to restart your game with the majority of the items you've earned intact (save for a few mobility and story-based items). This includes all of the HP and MP Max Ups that you've received throughout the game. This mode is especially useful when combined with Hard Mode, which is your only means of having a fighting chance against the castle's upgraded minions.



Hard Mode

After defeating the final boss and obtaining the true ending, Hard Mode appears. Hard Mode is an altered version of Jonathan and Charlotte's quest with a major difficulty increase. Not only is there a lower maximum level cap for your characters, but all of the enemies present have gained upgraded statistics and abilities. Zombies, for instance, walk faster and gain the ability to poison you if you're touched. Bats now deal over 100 damage if they hit you!



The New game+ feature can be used with Hard Mode, which is necessary because of the absurd difficulty level of the enemies present. Hard Mode is accessed by selecting "Jonathan" after choosing a save file in the game start menu. Select "Hard" when a new menu comes up. There are a few items that can only be obtained by defeating all three versions of Hard Mode, so if you're dead set on getting everything, Hard Mode is the last thing you need to cover.

ITEMS EARNED WHEN HARD MODE IS CLEARED.

LEVEL CAP	ITEM EARNED
LVL 1	KONAMI MAN
LVL 25	TWIN BEE
LVL 50	VIC VIPER

Stella & Loretta Mode

After beating the game and obtaining the true ending, go to Game Start on the main menu and select a save slot. When the menu asking you to select a character appears, choose "Sisters". In this mode, you control the Lecarde sisters, who play in a completely different manner than the vampire hunters you're used to. Both sisters can fly, enabling them to move to any point on the screen. MP slowly drains as they're airborne, which is refilled by grounding them. Instead of attacking with button presses, the stylus and the touch screen are used to stage an offense. In the case of Stella, drawing on the screen attacks in that area with a magical slash. Loretta, on the other hand, fires a

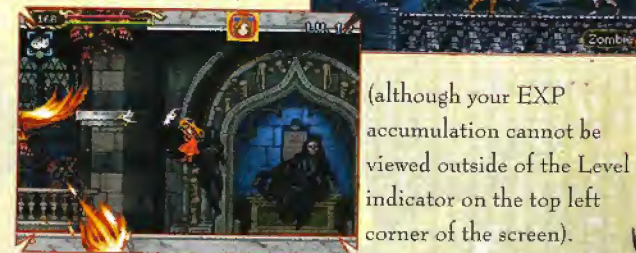
beam of ice from her body towards the area of the screen you're touching. Both attack types waste MP when used. The sisters also don't have an item menu, so they can't pick up new equipment. However, they can still earn level ups by defeating enemies, and the HP and MP Max Ups spread throughout each stage can still be added to their stats. This mode is a fun departure and in some



Richter & Maria Mode






Obtaining the upgraded Vampire Killer (by defeating Richter) and earning the true ending opens up a mode that enables you to play as Richter and Maria—the stars of *Symphony of the Night* and the one *Castlevania* that never made it to the states, *Dracula X: Rondo of Blood*. To start the mode, select Game Start at the main menu, then select a save file. A menu with names should appear, asking you to select either Jonathan or Richter as your playing character. Select Richter to get the ball rolling.

Richter & Maria do not have a status menu, so they can't pick up new items or abilities. They can, however, gain HP and MP Max Ups and Level Up normally







(although your EXP accumulation cannot be viewed outside of the Level indicator on the top left corner of the screen).

RICHTER'S SPECIAL ATTACKS

NAME	COMMAND	MP USE	ATTRIBUTE	INVULNERABILITY	DESCRIPTION
Drop Kick	++⊖, then ⊖	0		No	Flying drop kick. Richter rebounds and performs a back flip if it hits a wall.
High Jump	++L Button (or L Button while jumping)	0		No	A Rising uppercut. Great for getting to high places.
Back Flip	While jumping, ++L Button	0		Yes	Midair back flip. Invulnerable for a short period of time after being initiated.
Tackle	++ ++ + ⊕	30		Yes	Body tackle. Recovers instantly if it doesn't kill the enemy.
Spinning Kick	→ ++ ++ + ⊕	15		Yes	A lunging spin kick.
Combo	→ ++ ++ ++ + ⊕	80		Yes	Unleashes many of Richter's skills back-to-back. Completely invincible to enemy attack from start to finish.




Subweapons (Richter)

NAME	MP USE	POWER	ATTRIBUTE
Axe	20	15	
Cross	24	7	
Holy Water	18	5	
Grand Cross	120	12	

MARIA'S SPECIAL ATTACK

NAME	COMMAND	MP USE	ATTRIBUTE	INVULNERABILITY	DESCRIPTION
Guardian Knuckle	++ ++ ++ + ⊕	30		Yes	Restores HP when it hits. Can be used against breakable objects for the same effect.

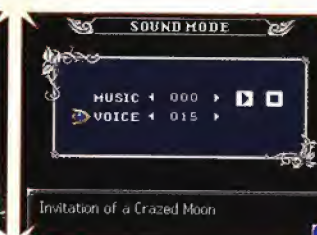
Subweapons (Maria)

NAME	MP USE	POWER	ATTRIBUTE
Holy Dragon	20	16	
Phoenix	20	12	
Byakko	20	9	
Genbu	20	7	

Axe Armor Mode

To play as the finest enemy that's ever attempted to thwart a Belmont's trek into Dracula's domain, defeat 1000 Old Axe Armors in Jonathan's quest and obtain the true ending. When the conditions have been met, select Axe Armor from the character select menu after choosing a Game Start save file.

Other Extras



Obtaining the good ending opens up several other features as well, including Boss Rush Course 2 and 3, and Sound Mode. Sound Mode enables you to listen to any of the game's music or sound effects. This includes the voice work done for the main characters. Both modes are accessed through the main menu at the title screen.

VOICEOVER CHANGE

Hold the L Button at the title screen and press start to change the English dubbing to the original Japanese dub. This is a fun option to toy with if you're a fan of Japanese culture.

Boss Rush Mode



Boss Rush Mode is an endurance test against the bosses you've faced throughout the game. Once a course is selected, your team is pitted against a string of selected bosses back-to-back, with no breaks in-between action. The object of the game is to complete every boss on the course in the shortest amount of time possible. Rewards are given to the player for completing each course within a specific time period.

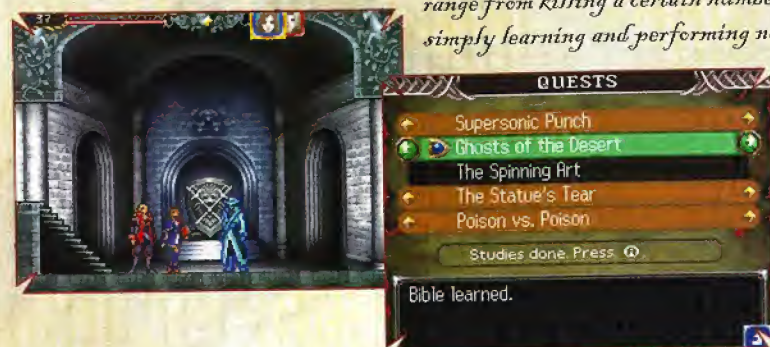
The levels and items your characters have match the statistics present in the game file you select. The only catch is that there's a level cap for each boss rush course, level 40 for course 1, level 50 for course 2, and level 60 for course 3. As mentioned earlier in the secrets section, you must obtain the true ending before you can play through Boss Rush courses 2 and 3.

BOSS RUSH REWARDS

REWARD	TIME REQUIREMENT
ASTRAL RING	CLEAR COURSE 1 IN 1 MINUTE
INVISIBLE CAPE	CLEAR COURSE 1 IN 3 MINUTES.
RECORD 1	CLEAR COURSE 2 IN 3 MINUTES.
ILLUSION FIST	CLEAR COURSE 2 IN 5 MINUTES.
RECORD 2	CLEAR COURSE 3 IN 3 MINUTES.
SCOUT ARMOR	CLEAR COURSE 3 IN 5 MINUTES.

5 QUESTS

Very shortly into the game, the mysterious Wind begins to offer you various missions around Dracula's Castle and the areas it's connected to. These missions range from killing a certain number of enemies, to finding certain special items, to simply learning and performing new techniques. Many of the best items in the game are obtained as quest rewards, so they are certainly worth your time. New quests become available as you clear old quests and discover new areas in Dracula's Castle.



Preparations

The priest should have some useful things for you in the next room. Get the potion and map.

NOTES



After this starter quest is received, walk to your right and buy a Potion and Castle Map 1 from Vincent. Your reward is the Lizard Tail Relic, which allows you to slide.

Supersonic Punch

Go to the Butcher in town and mince some meat to get "Ground Meat."

NOTES



Within City of Haze, find a room with meat hanging off the walls (a single Axe Armor is inside). Take off your weapon and punch the meat to receive Ground Meat. The Bullet Punch knuckle is earned when you succeed.

Ghosts of the Desert

There is a room in which many ghosts gather. Defeat the Great Ghost that appears there.

NOTES

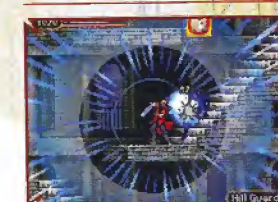


The room mentioned is in the Sandy Grave area. Move to the bottom room in the northeast corner of the map. Several Ghosts should spawn in various spots there, which need to be killed several times over before the Great Ghost makes his appearance. The reward for this endeavor is the Bible Subweapon.

Defender of the Stairs

Go defeat 10 Hill Guards.

NOTES



One of the few quests where the description isn't vague, simply kill 10 Hill Guards present in the center of Dracula's Castle to earn your prize, Whip Skill 2. Now you can perform a downward strike with whips in midair.

The Spinning Art

Jonathan, let's see you enter this command: →↑→ + Attack.

NOTES



Input the command in one smooth motion quickly. Hold the final input (→) for a split second, then press the attack button. You'll obtain the Spinning Art Relic upon completion.

Art of the Zephyr

Jonathan, perform the "Spinning Art" in front of me three times in a row.

NOTES

Simply do as Wind asks and perform Spinning Art in front of him three times in a row. Your reward is the Rocket Slash Subweapon.

Find the King of Birds

Find the rare Dodo and defeat it.

NOTES



The Dodo is located in the Forgotten City, above the underground tomb in a sandy area infested with mummies (one screen to the right of the leftmost screen). The bird spawns at random when you enter

this screen from either end (stand still immediately after entering), so he won't always make an appearance. Once he does, he'll approach your location until he notices you, then immediately run away. Use Jonathan's Subweapons (like the Javelin) to defeat him before he leaves the screen. The reward for this quest is the Thief Ring.

Overcome the Curse

Go, and come back when you've been cursed.

NOTES

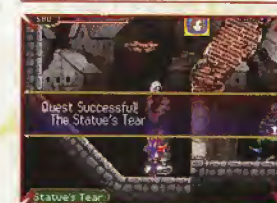


The Skull Ring, an item dropped from Lesser Demons, automatically curses the wearer in exchange for a stat boost. Find and equip it then speak with Wind to finish this quest. The Blessed Ring is earned when completed.

The Statue's Tear

Find the Statue's Tear buried under the rubble and bring it here.

NOTES



Go to Nation of Fools, go to the bottom left corner of the map. Press up at statue of the Virgin Mary. Jonathan's Holy Water Subweapon is your reward.

The Martial Art

Jonathan, let's see you enter this command: →↑→ + Attack.

NOTES

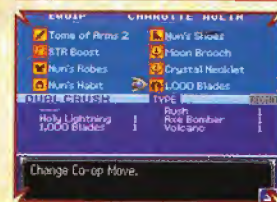


Input the command in one smooth motion quickly. Hold the final input (→) for a split second, then press the attack button. You'll obtain the Martial Art Relic for your efforts.

Holy Appearance

Charlotte, I'll teach you a healing spell. Come back wearing three nun items.

NOTES

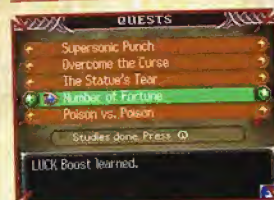


The items Wind refers to are the Nun's Robes, found in the Great Stairway, Nun's Habit, also found in the Great Stairway, and Nun's Shoes, found in the City of Haze. The spell Heal is obtained when completed.

Number of Fortune

I'll teach you a lucky spell. Come back when the last 3 digits of your money are 777.

NOTES



Just as the description mentions, the last 3 digits of your total cash amount needs to be 777. To do this, find any candle stick without any enemies around it and break it repeatedly. They drop different-colored coins worth 1, 10, 50, or 100 gold.

COIN COLOR	VALUE
BLUE	1
BROWN	10
SILVER	50
GOLD	100

Although the color dropped is random, patiently waiting for the coins needed to earn the exact amount is the best way to complete this quest. Charlotte's invaluable LUCK Boost spell is the reward.

Mental Training 1

Go reduce your MP, then come back.

NOTES

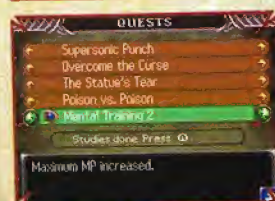


Repeatedly use spells to drain your MP until it's completely empty. Your reward is an increase in max MP.

Mental Training 2

Go find the "Thick Glasses". That should make you look a little smarter.

NOTES



The Thick Glasses, found just left of the upper-rightmost room in the City of Haze, must be provided to Wind to complete this quest. As compensation, enjoy a boost to max MP.

The Spear of Legend

Become a master of the "Javelin". I will then bequeath you my spear.

NOTES



Raise the mastery of the Javelin skill to its maximum. This technique is obtained from Armor Knights as a rare drop. The reward for this quest is Alucard's Spear.

Mental Training 3

Go raise your INT to at least 100, then come back.

NOTES

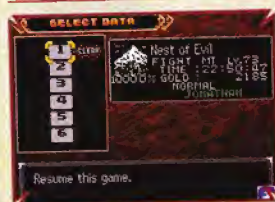


Charlotte's INT Boost spell raises your INT by 30, making it perfect for this quest. Her Dalmatica armor (dropped by Aliorumnas) also raises INT by 10 points. Your reward is a boost to max MP.

The Nest of Evil

When 888% of the map is filled, the path to the "Nest of Evil" will open at the castle gates.

NOTES



Find and complete 888% of the game maps. Doing so opens the path to an optional dungeon found near the castle entrance.

Defeat the Ghoul King

Go and defeat the Ghoul King.

NOTES

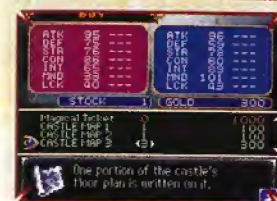


The Ghoul King is a rare monster located in 13th Street. Find any open area where Ghouls are coming out of the ground, then defeat them repeatedly. After the majority of them have been finished, the Ghoul King should eventually make his appearance. Defeat him to earn the Immunity Ring.

Abandon Greed

You lack desperation. Come back when you have no money.

NOTES



Similar to the Number of Fortune quest, use a nearby candle stick to even out your money to a number that can be entirely sold in Vincent's shop. The Miser Ring is your reward when this quest is finished.

A Rank Hunter

Defeat a total of 1500 enemies. As a reward, I'll give you a new weapon.

NOTES

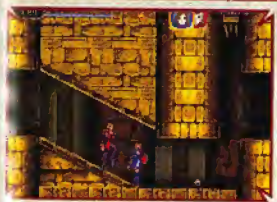


Nothing special here, defeat the number of enemies mentioned. The reward is the Royal Sword, a powerful two-handed blade.

Mental Training 4

Go raise your MND to at least 100, then come back.

NOTES



Charlotte's MND Boost spell raises your MND by 30, making it perfect for this quest. As with the other Mental Training quests, your maximum MP is boosted.

S Rank Hunter

Defeat a total of 3000 Enemies.

NOTES

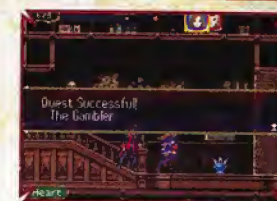


Like the A Rank Hunter mission, the goal is simply to rack up kills. Upon completion, your reward is the Undead Killer whip, a weapon capable of killing the normally-immortal (after a fashion) Red Skeletons and Red Axe Armors.

The Gambler

Collect five cards.

NOTES

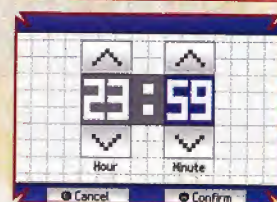


The five cards mentioned are dropped from enemies. The Diamond is dropped from Copelia (Nation of Fools), the Joker is dropped from the Killer Clown (Nation of Fools), the Club is dropped from the Treant (Forest of Doom), the Heart by the Nyx (13th Street), and finally, the Spade is dropped by Yorick (Burnt Paradise or Forgotten City). The reward for this quest is the Gambler Glasses!

Hands of the Clock

Come to me when the short hand of the great clock points to 12.

NOTES



The clock he's referring to is the clock in the Tower of Death (Where Death is fought for the first time). You need to speak to Wind at 12:00 for the quest to succeed. An easy way to do this is to simply change your Nintendo DS's internal clock to midnight, then load up your save file and immediately speak to Wind. The reward for this endeavor is Charlotte's Time Stop spell.

Poison Vs. Poison

If you want a poison sword, bring me "Moldy Bread", "Amanita" and a "Long Sword".

NOTES



The Moldy Bread is found in the Forest of Doom. The Amanita is a rare drop from the Moldy Corpse, which is also found in the Forest of Doom. Finally, the Long Sword is found in the City of Haze. The Assassin's Blade is the reward upon completion.

Build Your Strength 1

You should be able to find a "Beehive" somewhere. It should help you build your strength.

NOTES



Defeat several Beehives in the Forest of Doom, until the item itself is received. HP increases when completed.

Build Your Strength 2

You can't fight on an empty stomach. Go find a "New York Steak" and bring it here.

NOTES



The New York Steak is a rare drop from the Gorgon enemy. You can also find one in a breakable ledge in the column-like room all the way to the left in the Dark Academy, right next to the save point. HP increases upon completion.

The Lonely Stage

There's a ghost that hopes to hear a performance in a classroom in the underworld. Grant his wish.

NOTES

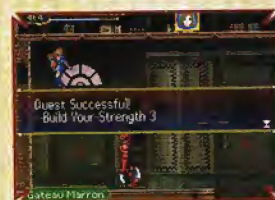
Proceed to Dark Academy and find a room with a piano inside. Stand still in front of the podium for a short period of time. The Record Player is your reward.



Build Your Strength 3

You can't fight on an empty stomach. Go find five different kinds of cakes.

NOTES



The cash register from the City of Haze is the obvious way to get a lot of cakes fast (refer to the City of Haze section of the walkthrough). Maximum HP increases upon completion.

Pray Before the Cross

Pray before the cross in the church under the cover of darkness.

NOTES

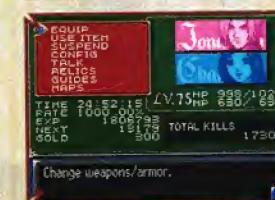


Find the cross in 13th Street and examine it. The Cross Subweapon is your reward for piety.

Build Your Strength 4

You must always be able to fight to your full potential. Go raise your CON to at least 100.

NOTES

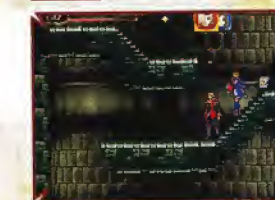


Charlotte's CON Boost spell is a quick way to clear this quest if your CON is at 70 or higher. Jonathan's Samurai Plate armor also raises CON by 10 points, as does Charlotte's Wedding Dress. Maximum HP increases upon completion.

Lost Page

Bring me "Tome of Arms p1" and "Tome of Arms p2". They're missing from my Tome of Arms.

NOTES



The first two pages of this manual are inside the Nest of Evil. Complete it to retrieve them. Return to Wind to obtain Charlotte's best weapon, Tome of Arms X.

The Hundred Tasks

Defeat 100 different kinds of enemies.

NOTES



Pretty straightforward. The Sage Ring is obtained when completed.

Master the Holy Power

Master these three moves of holy power: "Cross", "Holy Water", and "Bible".

NOTES

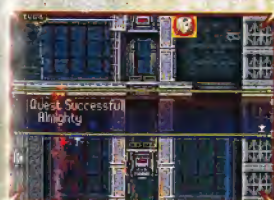


All three of Jonathan's main holy Subweapons, all rewards from previous quests, must be mastered. This isn't too tall an order, as they're all pretty great. Head to areas with weak flying enemies to grind SP on the Bible and Cross, and try out Zombie-or Ghoul-infested areas for the Holy Water. Your reward for mastering all three is the Grand Cruz Dual Crush.

Almighty & The Great Sage

Jonathan, the time has come for you to learn all of the vampire hunter's skills. Charlotte, the time has come for you to learn all of the great sage's spells.

NOTES



Presented as two separate missions, this is really just one grand errand. Obtain every ability for both protagonists and you will clear Almighty and The Great Sage simultaneously, earning tremendous spoils: Jonathan's Stellar Sword and Charlotte's Sorceress Crest!

Kill Gergoth

Charlotte, use the Blank Book to put Gergoth out of his misery.

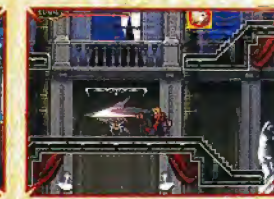
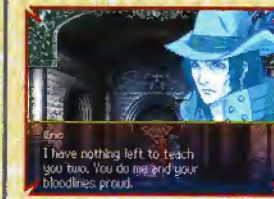
NOTES



Gergoth is an old boss from Dawn of Sorrow that's located in the Nest of Evil. Blank Book (available from Vincent's shop) in tow, prepare yourself and head to the second leg of the Nest of Evil. The Blank Book is a terrible weapon, so defeating Gergoth with it alone isn't really possible. Whittle the beast down using Jonathan's powerful weapon selection while adding up a rough calculation of the amount of damage you're dealing. He has 3800 HP, so when you believe Gergoth is near death, switch to Charlotte to land the finishing blow. If you're having trouble dealing even a couple hundred damage with the Blank Book, cast her STR Boost spell to give her more ATK power. The reward is Cocytus, a new spell for Charlotte.

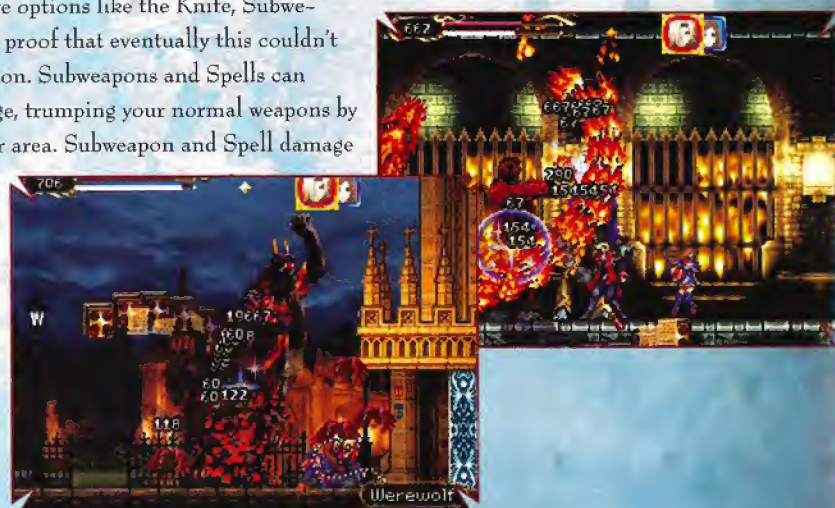
THE FINAL WINDFALL

All matters having been dispensed with, Wind will eventually run out of work for you. At this point, you can put yourself on the back, pleased at a job well done, and revel in the ultimate reward—the Magus Ring, which appears just outside Wind's room once all quests are completed. This stunning accessory drastically increases the rate at which MP regenerates, leaving you free to throw around Spells, Subweapons, and Critical Arts to your heart's content!



6 CHARACTER ABILITIES

In addition to normal attacks, which can be done for free, Charlotte and Jonathan can perform alternate attacks that require MP. Jonathan uses a variety of Subweapons in the classic Castlevania style, while Charlotte wields powerful magic. At the beginning of the game, with limited MP reserves and unimpressive options like the Knife, Subweapons and Spells may seem underwhelming. For proof that eventually this couldn't be further from the case, take a peek at this section. Subweapons and Spells can eventually constitute the majority of your damage, trumping your normal weapons by hitting more often over a sometimes vastly wider area. Subweapon and Spell damage is dictated by the INT stat. As for the problem of MP, veterans of the excellent *Aria* and *Dawn of Sorrow* may remember the problem of MP consumption is one that can eventually be erased completely.



Subweapons

Jonathan's extra method of attack dates all the way back to the original *Castlevania*. Mostly ranged attacks featuring a variety of bladed weapons, Jonathan's Subweapon selection also includes several holy weapons, a few stance changes, and a few extra attacks. Most of his can be 'Mastered' by collecting enough SP. SP is collected by scoring kills with a given Subweapon. You only have to get the killshot with the Subweapon to gain the SP, so it's OK to wear them down with your weapons or Spells first if the Subweapons seem weak. As you build up SP on a Subweapon, it will grow steadily more powerful. When mastered, Subweapons change in appearance and grow in strength. They can often be reused more quickly, as well.



Imp Genocide for Fun and Profit

When you look at the amount of different Subweapons that there are to master (23!), you can see it's impossible to do it naturally through normal gameplay. No, to master all the Subweapons, you'll need to grind it out a little bit. Luckily, there's an area or two where that's relatively easy to do.



Welcome to the Dark Academy! You'll happen upon this location just past the game's halfway point. This area will serve you well for a long time, and you should happen upon it just as you really begin to build up a large arsenal. In several rooms just to the left of the save point located halfway through the stage you'll find a Witch that's good for 6 SP, two Minotaurs worth 20 SP each, and nearly a dozen low-HP Imps. The key words here are "just to the left of the save point."

When Subweapons are just starting out, they're usually pretty weak, and incapable of reliably landing a killing blow on stronger monsters (like the Witch and Minotaur), so you can focus on the Imps for a while. Step in and out of the room, quickly tossing Subweapons into the crowds of Imps. Wait in the room just long enough to see if the Imps dropped valuable Tridents, which you can sell to Vincent for 2000 gold each! When MP is low, simply head back to the save point and voila, full MP. If a Subweapon grows strong enough, you can then move on to the Witch, who is conveniently located directly next to the save point, or to the Minotaurs, while more challenging, do offer a tremendous amount of EXP and SP. And the whole process can be made even smoother by equipping the Master Ring, available from Vincent for the slightly optimistic price of 200,000 gold. Is there a place where it's possible to earn this quickly, you ask?




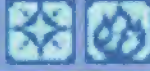























That's a good question. The answer is yes—in the exact same place. We mentioned the Imps and their 2,000 gold Tridents already, but what we didn't mention are the 10,000 gold Bullovas and 7,500 gold Hercules Rings from the Minotaurs. Not only are these drops valuable, you'll likely want to pick up one of each for yourself, as well. The Hercules Ring in particular is one of the game's strongest items.

So, all wrapped up in one area, you have a place to quickly build SP, while earning the bread to build SP even more quickly, or for just earning more money in general. You'll want Salamander eventually somehow, right?



For the few Subweapons this area doesn't really work for (ground-striking selections like the Holy Water and Steel Ball), it's usually best to just hang around Ghouls and Zombie-infested locations, preferably in 13th Street and the City of Haze, where Wights and Ghoul Kings spawn. Ghoul Kings are worth 15 SP and Wights, which appear in pairs, are worth 4. Of course, Ghouls and Zombies are only worth 1 SP each, but they come in droves and are easy to hit and kill with the Subweapons that do not work in the Dark Academy.

NAME	DESCRIPTION	LOCATION	DAMAGE TYPES	MP USED	SP TO MASTER
Knife	A Throwing knife used by hunters. Useful for ranged attacks, each individual knife has a striking tip. Mastering Knife adds another to the toss, making the pair a trio.	Entrance		20	300
Axe	A throwing axe that is especially effective against targets overhead. The classic Castlevania axe, no different than you'd expect.	4 Axe Armor		22	1000
Cross	A holy cross that dispels evil. Can hit many times as it spins out, hesitates a bit, then spins back. Jump over it to let it hit things behind you on the return.	Wind's "Pray Before the Cross" quest		30	2000
Holy Water	Blessed water that wards off evil. While it hits awkwardly, only on the ground at your feet, Holy Water can strike many times and exploits the two most common damage weaknesses in the game.	Wind's "The Statue's Tear" quest		25	2000
Bible	A book containing words that exorcise evil. An excellent all-purpose Subweapon, terrific in areas where threats come from all directions and even better against larger enemies that the Bible can strike many times.	Wind's "Ghosts of the Desert" quest		22	2000
Javelin	A throwing spear that sticks into the ground. Unlike the Knife and other weapons that hit one enemy and disappear, the Javelin will pierce all targets along its bloody path.	30 Armor Knight		25	1500
Ricochet Rock	A weapon that bounces back after hitting walls. Hard to utilize early, this weapon becomes considerably stronger when mastered.	26 Leraje		22	1000
Boomerang	A throwing weapon that returns to the thrower in an arc. This weapon, like the Javelin, travels through everything along its route before returning to the thrower. You cannot dodge the return to make it last longer, unlike the Cross.	58 Skelerang		28	1500
Bwaka Knife	A throwing knife used by the Bwaka people. Spins away from the thrower in a straight path, slowly enough to sometimes strike targets along the way more than once.	Sandy Grave		22	1000
Shuriken	A throwing blade used by ninjas. Thrown so fast their path is not visible, a pair of Shuriken cross to the target nearly instantly at a downward angle. The mastered version adds an extra couple Shuriken and more range.	Vincent's shop, 1000		20	300
Yagyu Shuriken	A refined throwing blade used by the deadliest ninjas. Like the Bwaka Knife, the Yagyu Shuriken travels quickly away from the thrower in a straight line. The Yagyu Shuriken is considerably faster, however.	Vincent's shop, 3000		24	1000
Discus	A round disc with a razor edge. Thrown a short way from the user, where it catches the floor and spins backward like a circular saw. Difficult to use well until mastered, when it throws a saw in both directions.	Vincent's shop, 8000		32	1500
Kunimitsu	A short sword with a beautifully-crafted blade. There is a start-up period to this attack that must be allowed for. Mastering the Kunimitsu adds an extra pair of blades to the toss.	Vincent's shop, 5000		24	1000
Kunai	A ninja's knife; it is also a deadly throwing weapon. Thrown in an upwards arc, Kunai can be great for crowd control against low-HP threats. Mastering it adds another couple blades to the toss.	Vincent's shop, 2000		20	500
Paper Airplane	Not terribly intimidating, but just might put someone's eye out. This is about as useful as you'd expect in the long run, although when you first discover it, the extremely low MP cost actually makes it a useful ranged option.	Master's Keep		3	100
Cream Pie	A throwing weapon aimed at an enemy's face for psychological damage. Combining a lazy downward arc with weak power and Dark damage, the Cream Pie is, stunningly, not the best weapon in the game. It still has some use, thanks to the cheap MP cost and downward angle, and can be ironically effective in a couple of the game's most important fights.	City of Haze		3	100
Crossbow	A ranged weapon that fires bolts. Jonathan cannot move or jump when firing this weapon, and the actual trajectory and width of the bolts leaves a little something to be desired for general use. Great for large, grounded enemies that can't go under the bolt.	49 Crossbow Armor		24	500
Dart	Does extra damage if it hits the center of the target. For the MP cost, as low as the Cream Pie and Paper Airplane, it's hard to complain about Dart's power. They can be thrown very quickly and occasionally will hit multiple times on a strike for bonus damage.	Vincent's shop, 1000		3	200

NAME	DESCRIPTION	LOCATION	DAMAGE TYPES	MP USED	SP TO MASTER
Grenade	Explodes 1 second after the pin is pulled, Fire attribute. A very damaging attack that can be hard to use well because of the timing and angle involved.	Nation of Fools		28	1500
Steel Ball	A very heavy steel ball. Drapped almost directly in front of Jonathan at an extreme downward arc, the Steel Ball can be hard to actually connect with. It's extremely powerful if you do, though!	Sandy Grave		30	1000
Wrecking Ball	Swing a steel ball with devastating destructive power. Jonathan stands in place, swinging the Heavy Armor's ball above his head. He's vulnerable to attack from the back while swinging the ball, although the weapon will catch large enemies on its backswing.	81 Heavy Armor		25	1000
Rocket Slash	Dash at the enemy and perform a lightning-quick slash. A limited striking area and the inability to perform the move in midair hamper this Subweapon somewhat. It does go nicely with the Martial Art and Spinning Art Techniques, though.	Wind's "Art of the Zephyr" quest		40	1500
Aura Blast	A technique that converts mental energy into a shockwave. This hits everything on the ground near Jonathan, and when mastered strikes the ground across the entire screen. Like many of the better attacks in the game, this is Holy damage.	Tower of Death		40	1000
Stonewall	A defensive, stationary stance passed down in the Morris family. Jonathan braces himself and takes vastly reduced damage—Stonewall grants +40 DEF, +80 CON, and +80 MND. Useful against particularly brutal enemies, or while keeping Charlotte safe during long casts.	Forest of Doom	—	24	—
Offensive Form	A stance that emphasizes offense. +4 to ATK and +8 to STR is useful briefly, but as you progress through the game other Subweapons become better than a minor attack boost.	Buried Chamber	—	25	—
Defensive Form	A stance that emphasizes defense. +4 to DEF and +8 to CON.	83 Final Guard	—	25	—
Taunt	Draws enemy attention to you. Can be useful when distracting enemies from interrupting Charlotte's casts.	Tower of Death	—	10	—
Rampage	Flying fists of fury. Similar to the Critical Art of several Knuckle weapons.	Vincent's shop, 3000		20	—
Knee Strike	A jumping knee strike inspired by legendary martial artists. Identical to the Martial Art Relic, this is a very good striking move. Using it in Subweapon form becomes obsolete, though, as soon as it's earned as a Relic.	Entrance		20	—

Spells

Charlotte's attacks are magical in nature. While many deal damage, many also exist to strengthen Jonathan and Charlotte in some way, or even to alter their forms. Seemingly weak by itself, magic really comes into its own when it's used to supplement a main attack by Jonathan and his Subweapons. The most glaring weakness of Spells on their own is that Charlotte's casting is interrupted if a foe so much as sneezes on her—a weakness that is eliminated by the Hercules Ring, mentioned earlier in this chapter. Most spells have a weak version that is quick to cast, and a stronger version that takes much longer to conjure. Taking the extra time to cast the fully powered version is always preferred if possible. The difference in potency usually justifies the extra time spent casting.

NAME	DESCRIPTION	LOCATION	DAMAGE TYPES	MP USED
Toad Morph	A shapeshifting spell that turns the caster into a frog. For exploring small passages only—the stat penalties Toad Morph grants make it very prohibitive to use for anything else!	Forest of Doom	—	10
Owl Morph	A shapeshifting spell that turns the caster into an owl. Great for checking out small passages or towering heights.	Dark Academy	—	10
Sanctuary	An advanced spell that cures status abnormalities for all within range. Far and away the most time-consuming spell to cast, Sanctuary has a few specific uses in the story.	Sandy Grave	—	80
Speed Up	A spell that speeds up your movements. Fast. Think Black Panther from Dawn of Sorrow fast.	Master's Keep		20
Berserker	Increase strength, but you're limited to attacking only. Difficult to use effectively in a game filled with mobile enemies.	90 Armored Fleaman	—	20
Eye for an Eye	A spell of vengeance that shares damage received with enemies. A neat effect, but limited usefulness. Can be nice against weak foes like Bats, Ghosts, and Medusa Heads, whom it will kill outright for striking you!	Forgotten City		15
Clear Skies	A defensive spell that neutralizes ranged attacks. Very quick to cast, but projectiles aren't usually a huge threat, and the ones that are (Abaddon's, for example) ignore Clear Skies.	Sandy Grave	—	15
Time Stop	A high-level spell that stops time. One can use this to get more mileage out of Jonathan's quick weapons like Knuckles, and multi-hitting Subweapons like Holy Water.	Wind's "Time Stop" quest	—	50
Heal	Healing magic. Restores HP. The high MP cost and slow casting time keep this from making the game too easy. If you have time to actually cast it at all, definitely cast the full version for +100 HP rather than 50.	Wind's "Holy Appearance" quest	—	200
Cure Poison	A spell that neutralizes poison. Useful when you're low on Anti-Venom.	Burnt Paradise	—	10
Cure Curse	A spell that dispels curses. Nice if you're out of Uncurse Potion, but Curse is usually far from an issue—if only one character is Cursed, you can also just switch them to secondary until it wears off and the Curse will never have an effect.	31 Ectoplasm	—	10
STR Boost	Boost STR temporarily. +7 ATK/+15 STR or +15 ATK/+30 STR, depending on version.	Great Stairway	—	10
CON Boost	Boost CON temporarily. +7 CON/+15 CON or +15 ATK/+30 STR, depending on version.	City of Haze	—	10
INT Boost	Boost INT temporarily. +15 or +30 depending on version.	Tower of Death	—	10
MIND Boost	Boost MIND temporarily. +15 or +30 depending on version.	Great Stairway	—	10
LUCK Boost	Boost LUCK temporarily. Granting +30 LUCK with the quick version, and a whopping +60 with the full version, LUCK Boost is likely to be one of your most-used spells. Vital for hunting the game's rarer items.	Wind's "Number of Fortune" quest	—	10
ALL Boost	Boost all status attributes temporarily. +3 to ATK and DEF, +7 to STR, CON, INT, MND, LCK with the short version; +7 to ATK and DEF, +15 to STR, CON, INT, MND, LCK with the long version. It's usually more useful to boost one stat a lot than it is to boost all of them a little, so ALL Boost has limited usefulness.	Entrance	—	30
Gale Force	Tear through enemies with raging winds. Winds cross Charlotte's back then surge forward across the screen. Without the potential to hit more than once or twice, this isn't as strong as many other spells.	City of Haze		20
Rock Riot	Dump rocks on your enemy. An impromptu avalanche appears directly in front of you, creating multiple striking hits.	Vincent's shop, 1000		20
Raging Fire	Fire a burst of flame. The fiery explosion in front of you can strike many times and do very good damage. Consider also that no weakness plagues monsters more than fire.	Entrance		20
Ice Fang	Summon a sharp, fang-like pillar of ice. This great spell has a huge hitting area and strikes multiple times. It also keeps going even if Charlotte gets hit immediately after casting it, not true of most spells.	Buried Chamber		20
Thunderbolt	Call thunderbolts from the sky. A great spell, though not as obviously strong as Raging Fire.	Tower of Death		20

NAME	DESCRIPTION	LOCATION	DAMAGE TYPES	MP USED
Spirit of Light	Strike enemies with concentrated light. Interesting in areas where attacks from odd angles, like Burnt Paradise, but its overall potential is marred by its angle, just like Gale Force.	Vincent's shop, 3000		20
Dark Rift	Open a hole into a dark dimension. The striking area appears directly above Charlotte's head, does not move, and is dark element. While it won't win any vampire killer awards, it's a neat effect. Useful against Amalaric Snipers at least.	Vincent's shop, 2000		20
Tempest	Summon a storm of violent winds. Virtually filling the screen with slashing damage, this powerful spell can be used to strike lumbering airborne enemies like Malachi many times.	Tower of Death		30
Stone Circle	Grants the protection of spirits of stone. The wall of stone around you deflects some projectiles and renders some enemies, like Medusa Heads and Ghosts, completely irrelevant.	66 Dagether		30
Ice Needle	Launch cutting shards of ice. Several jagged shards of ice arrange themselves in front of Charlotte before firing off, one by one. Potentially very damaging if you can keep the ice needles themselves hitting the enemy as they appear and then fire.	Vincent's shop, 3000		30
Explosion	Cause an explosion near the enemy. A very powerful fire magic that strikes foes no matter where they are. An excellent main attack option for Charlotte, as she can position herself as safely as she'd like to cast.	Vincent's shop, 10000		30
Chain Lightning	Create a chain reaction of lightning bolts. The lightning bounces around amongst all enemies onscreen.	Vincent's shop, 10000		30
Piercing Beam	Fire a concentrated beam of powerful light. A very decent amount of holy damage to enemies that are directly in your line of fire. If they're going to stay there for very long, though, it's sometimes more worth it to use 1,000 Knives.	Master's Keep		30
Nightmare	A concentrated mass of fear and agony born from the darkness. This ability rolls forward slowly, covering a large chunk of screen with constant hits. The only thing keeping it from being terrific is the dark property, which half the game resists.	76 Malachi		30
Summon Medusa	Summon Medusa and activate the eye of petrification. An interesting spell, but ultimately lacking, as few enemies are weak to Dark or Stone.	57 Medusa Head		25
Acidic Bubbles	Create poisonous bubbles. Like Ice Needles, this spell is potentially very strong if you can keep the bubbles centered on the enemy for the duration of the spell.	84 Glasys Labolas		25
Hex	Incant a powerful curse. With only a handful of minor enemies like Rippers, Fleamen, and Mimics weak to Curse, the usefulness of this technique is limited.	120 Vapula		25
Salamander	An ancient fire spell that summons a powerful fire lizard. The ultimate fire attack unleashes a stunning fire being that follows Charlotte around until enemies appear onscreen, at which point it makes a beeline for them, wreathing them in flames. Hugely damaging, especially when used in tandem with strong weapons, Critical Arts, and Subweapons.	Vincent's shop, 200,000		120
Cocytus	Call forth the frozen winds of hell to create a fearsome blizzard. A fearsome incantation that best demonstrates Charlotte's ability to nuke an oncoming enemy army into oblivion from max range.	Wind's "Kill Gergoth" quest		120
Thor's Bellow	An ancient lightning spell that creates a ball of lightning. A massive elemental appears and keeps the Chain Lightning effect going for several seconds.	129 Amducias		120
Summon Crow	Summon a Crow to use in battle. The fully-charged version lasts a long time and grants Charlotte four Crow allies that will strike what she strikes. Great for augmenting her melee offense.	103 Black Crow		40
Summon Ghost	Summon a Ghost to use in battle. The fully-charged version pulls two Ghosts out, but they aren't as eager to attack as the Crows, there aren't as many, and half the game resists dark damage..	28 Ghost		40
Summon Skeleton	Summon a Skeleton to use in battle. Depending on version, either 2 or 4 Skeletons show up very briefly to toss a bone.	3 Skeleton		20
Summon Gunman	Summon a Skeleton Gunman to use in battle. This is as close to a gun as you'll get in Portrait of Ruin! 2 or 4 Skeleton Gunmen draw a bead and fire.	52 Skeleton Gunman		20
Summon Frog	Summon a Frog to use in battle. A swarm of Frogs hops forward, overwhelming the enemy with light ice hits. Can actually be really useful on Final Guards—you're not going to hit them for more than 1 anyway.	63 Frog		20

Dual Crushes

The Dual Crush is a powerful cooperative attack that Jonathan and Charlotte perform together. They all activate very quickly, hit a large portion of the screen (if not all of it), and do a ton of damage. There is a small cooldown period after a Dual Crush has been performed that prevents you from doing another one. You'll know this cooldown period is over and you're free to perform another Dual Crush when your MP bar begins flashing.

NAME	DESCRIPTION	LOCATION	DAMAGE TYPES	MP USED
Rush	A basic combination where both partners take turns attacking. A decent attack that strikes directly in front of you several times.	City of Haze		50
Holy Lightning	Summons lightning in the shape of a cross. Hits everything on the screen several times, especially useful against large targets.	City of Haze		100
Axe Bomber	A combination attack from both sides. Activates nearly instantly and hits the enemy with little delay afterwards. Very safe to use and good damage.	Great Stairway		100
1,000 Blades	Attack with a hail of knives. This ability is easy on the MP pool and absolutely destroys anything that will stay even with you. The huge number of low damage hits adds up fast. Certain bosses, like Astarie and Legion, get completely wrecked by this Dual Crush. Unlike some Dual Crushes, however, this one's easy to get knocked out of.	Sandy Grave		80
Volcano	Summon an erupting volcano. Rocks fly from a volcano in the center of the screen and rain down on the edges. Does a lot of damage to enemies at the top of the screen.	Nation of Fools		150
Meteor	A powerful spell that summons a meteor. An awesome animation is followed by a single, powerful strike at everything onscreen.	Forgotten City		200
Grand Cruz	A secret technique of the Belmont family that releases holy energy. Strikes in a column around Jonathan and Charlotte, doing heavy damage to anything nearby but nothing to distant targets.	Wind's "Master the Holy Power" quest		180
Divine Storm	Create an intense rain of holy water. An excellent bail-out Dual Crush that strikes the entire screen with Holy damage and will destroy many projectiles.	Dark Academy		150
Dark Gate	Open the gates of darkness. Much like Dark Rift, Dark Gate suffers from a limited striking area (above and below your character) and the Dark element.	Forest of Doom		130
Greatest Five	Summon four legendary warriors to join the battle. Instant, very damaging, but rough on MP. Greatest Five is the game's ultimate attack. Bask in the glory of vampire hunters past as they return in their antiquated glory to take all onscreen enemies for a ride, often to the tune of 1000+ damage.	Nest of Evil		250

Relics

Relics grant you permanent abilities that can drastically effect how you play, either by allowing you access to new areas or bolstering your offense.

NAME	DESCRIPTION	LOCATION
Change Cube	Switch main player character with Ⓢ.	Entrance
Call Cube	Call partner with Ⓢ. Press again to send partner away.	Entrance
Skill Cube	Call partner to use their skill or magic with R button.	City of Haze
Wait Cube	Call partner with ↑+Ⓢ to have partner stand still on the spot.	Entrance
Acrobat Cube	Spring off partner's shoulders to jump again in midair.	City of Haze
Push Cube	While pushing an object, call your partner to help you push.	City of Haze
Lizard Tail	Slide into narrow spaces with ↓Ⓢ.	Wind's "Preparations" quest
Stone of Flight	Double-jump in midair.	Great Stairway
Griffon Wing	Jump higher with ⇒L button.	Forgotten City
Strength Glove	Increase pushing power.	Sandy Grave
Spinning Art	Perform a spinning evasion move with ⇒↓⇐⇒+Ⓢ.	Wind's "The Spinning Art" quest
Martial Art	Perform a jumping knee kick with ↑⇐↓⇐+Ⓢ.	Wind's "The Martial Art" quest
Critical Art	Use your weapon's critical move with ⇒, ⇒+Ⓢ.	Nation of Fools
Whip Skill 1	After attacking with the whip, hold Ⓢ to let it drop.	Entrance
Whip Skill 2	While jumping, use ↓+Ⓢ to attack diagonally downward.	Wind's "Defender of the Stairs" quest
Book of Spirits	Display the names of enemies when you attack them.	Entrance

THE ARMORY

Items

Low-carb diets remain in the distant future when Portrait of Ruin takes place—the Count is no stranger to fine dining, his castle heaped high with fine pastries, cakes, and delicacies. Only the best foodstuffs come from the staff of risen damned. Savor it all or lock ever some of Vincent's medical offerings, but keep the Rotten Durian away from your nose and the lid firmly on the Rusty Food Tin.



NAME	DESCRIPTION	LOCATION	EFFECTS
 POTION	RESTORES 80 HP.	VINCENT'S SHOP, 500	+80 HP
 HIGH POTION	RESTORES 200 HP.	VINCENT'S SHOP, 2000; SANDY GRAVE; NATION OF FOOLS	+200 HP
 SUPER POTION	RESTORES ALL OF YOUR HP.	122 DOUBLEAXE ARMOR; 13TH STREET; FORGOTTEN CITY	REPLENISHES ALL HP
 TONIC	RESTORES A LITTLE BIT OF MP.	9 MINI DEVIL; VINCENT'S SHOP, 400	+100 MP
 HIGH TONIC	RESTORES A LOT OF MP.	VINCENT'S SHOP, 1200	+200 MP
 SUPER TONIC	RESTORES ALL OF YOUR MP.	123 DEMON; BURNT PARADISE; FORGOTTEN CITY	REPLENISHES ALL MP
 ANTI-VENOM	CURES POISON	VINCENT'S SHOP, 100; BURIED CHAMBER	REMOVES POISON
 UNCURE POTION	NEUTRALIZES CURSES.	31 ECTOPLASM; VINCENT'S SHOP, 100	REMOVES CURSE
 BEEF JERKY	RESTORES 29 HP.	ENTRANCE	+29 HP
 TASTY MEAT	RESTORES 290 HP.	35 CATOBLEPAS; TOWER OF DEATH	+290 HP
 NEW YORK STEAK	A JUICY, MOUTH-WATERING STEAK.	93 GORGON	REPLENISHES ALL HP
 RICE BALL	A RICE BALL WITH TASTY SALMON INSIDE.	125 SKELETON FARMER	+20 HP
 MUSHROOM	A DELICIOUSLY APPETIZING MUSHROOM.	68 MOLDY CORPSE	+50 HP
 CORN SOUP	A CREAMY SOUP MADE FROM FRESH YELLOW CORN.	NATION OF FOOLS	+40 HP
 CURRY	DELICIOUS CURRY FROM A NEARBY INDIAN RESTAURANT.	136 FAKE TREVOR; FORGOTTEN CITY	+500 HP
 RAMEN NOODLES	RAMEN NOODLES IN A FLAVORFUL PORK BROTH.	137 FAKE GRANT	+300 HP
 MINT SUNDAE	MINT CHIP ICE CREAM TOPPED WITH WHIPPED CREAM. YUM!	138 FAKE SYPHA	+100 MP
 CREAM PUFF	SOFT, FLUFFY AND SWEET, WITH A CREAM AND CUSTARD FILLING.	FOREST OF DOOM	+80 HP

NAME	DESCRIPTION	LOCATION	EFFECTS
 MILK	HELPS BUILD STRONG BONES!	35 CATOBLEPAS	+50 MP
 COFFEE	EXTRA STRONG. FOR THE VAMPIRE HUNTER WITH A BUSY NIGHT AHEAD.	48 DEVIL WHEEL	+60 MP
 TEA	SIP SLOWLY AND RELAX.	116 GHOST DANCER	+55 MP
 PUDDING	A SAVORY PUDDING, FLAVORED WITH CARAMEL.	91 AMALARIC SNIPER	+40 HP
 STRAWBERRY	LARGE, FRESHLY PICKED STRAWBERRIES.	12 UNE	+150 HP
 MELON	A MELON OF THE FINEST QUALITY.	21 INVISIBLE MAN	+300 HP
 GRAPES	BURSTING WITH FLAVORFUL JUICE.	105 WAKWAK TREE	+60 HP
 HAMBURGER	A GREASY LITTLE BURGER.	39 KILLER CLOWN	+30 HP
 FRIED CHICKEN	CRISPY-FRIED, GOLDEN BROWN GOODNESS!	99 DODO	+129 HP
 HOT DOG	DELICIOUS! JUST DON'T ASK WHAT'S IN IT.	84 GLASYA LABOLAS	+60 HP
 PUMPKIN PIE	A FLAVORFUL AUTUMN FAVORITE.	SANDY GRAVE	+60 HP
 PANCAKE	IT'S NOTHING WITHOUT MAPLE SYRUP.	33 FLEAMAN	+70 HP
 TINNED SPINACH	MAY GIVE THE ILLUSION OF INCREASED MUSCLE MASS.	BURNT PARADISE	+40 HP
 FOIE GRAS	ONE OF THE WORLD'S THREE GREAT DELICACIES: DUCK LIVER PASTE.	MASTER'S KEEP	REPLENISHES ALL HP
 CAVIAR	ONE OF THE WORLD'S THREE GREAT DELICACIES: STURGEON EGGS.	NATION OF FOOLS	REPLENISHES ALL HP
 TRUFFLE	ONE OF THE WORLD'S THREE GREAT DELICACIES: A RARE MUSHROOM.	BURNT PARADISE	REPLENISHES ALL HP
 PAELLA	A VERITABLE CORNUCOPICA OF SEAFOOD, SPANISH STYLE.	15 FORNEUS	+120 HP
 SPAGHETTI	SERVED AL DENTE.	NATION OF FOOLS	+150 HP

NAME	DESCRIPTION	LOCATION	EFFECTS
 ICE CREAM	A RICH, FATTENING VANILLA ICE CREAM.	BURNT PARADISE	+50 HP
 MEUNIERE	A SEAFOOD DISH FLAVORED WITH CURRY POWDER.	11 MERMAN	+120 HP
 BOILED STARFISH	HAS A FIRM-YET-SLIGHTLY ELASTIC TEXTURE.	BURIED CHAMBER	+120 HP
 WHEAT ROLL	A HEALTHY TREAT MADE FROM WHOLE WHEAT.	13TH STREET	+65 HP
 SACHERTORTE	A RICH VIENNESE CHOCOLATE CAKE FIT FOR A COUNT.	CITY OF HAZE	+110 HP
 NY CHEESECAKE	CHEESECAKE WITH A THICK, RICH TASTE.	CITY OF HAZE	+110 HP
 MILLE-FEUILLE	A SWEET DESSERT WITH MANY LAYERS OF PASTRY.	13TH STREET	+140 HP
 TARTE AU POIRE	A FRENCH PEAR TART.	CITY OF HAZE	+100 HP
 GATEAU FRAISE	A SHORTCAKE WITH LARGE, FRESH STRAWBERRIES.	13TH STREET	+140 HP
 KUGELHOPF	A SOPHISTICATED CAKE MADE WITH ALMONDS AND BRANDY.	13TH STREET	+90 HP
 GREEN TEA CAKE	A CHIFFON CAKE FLAVORED WITH GREEN TEA.	CITY OF HAZE	+90 HP
 GATEAU MARRON	A CAKE TOPPED WITH CHESTNUTS.	13TH STREET	+120 HP
 LANGUES DE CHAT	A LONG, THIN, CRISP COOKIE NAMED "CAT'S TONGUE."	13TH STREET	+70 HP
 FINANCIER	A FRENCH PASTRY WITH AN IRRESISTIBLE BUTTERY AROMA.	BURNT PARADISE	+70 HP
 TROPICAL SUNDAE	A PARFAIT FILLED WITH EXOTIC TROPICAL FRUIT.	17 SKULL BARTENDER	+150 MP
 PUDDING BUCKET	A BUCKET FULL OF PUDDING. DON'T WORRY, THE BUCKET IS NEW.	23 PERSPHONE	+200 HP
 PIYOKO	A JAPANESE CONFECTION SHAPED LIKE A BIRD.	97 TOAD	+15 HP
 1000 YEAR EGG	A DUCK EGG PRESERVED IN CLAY.	63 FROG	+90 HP

NAME	DESCRIPTION	LOCATION	EFFECTS
 JAMON IBERICO	ONE OF THE FINEST HAMS IN THE WORLD.	128 CAVE TROLL	+140 HP
 SPICY SHRIMP	A HOT CHINESE DISH WITH PLUMP SHRIMP.	114 RIPPER	+160 HP
 PEKING DUCK	A CHINESE DELICACY SERVED WITH SCALLIONS AND SAUCE.	128 CAVE TROLL	+250 HP
 PASTA CARBONARA	A SAUCE IS MADE WITH FRESH EGGS, CREAM, AND BACON.	NATION OF FOOLS	+200 HP
 PENNE ARRABIATA	A SHORT PASTA WITH A SPICY TOMATO SAUCE.	55 HARPY	+196 HP
 POWDERED MILK	PERFECT FOR SUPPLEMENTING CALCIUM INTAKE.	VINCENT'S SHOP, 573; DARK ACADEMY	+57 HP
 ROTTEN DURIAN	HAS INTRODUCED YOU TO A WHOLE NEW WORLD OF UNPLEASANT ODORS.	117 DEMON HEAD; NATION OF FOOLS	-500 HP
 GROUND MEAT	HANDMADE MINCED MEAT.		+60 HP
 NOODLE BUN	STIR-FRIED NOODLES WRAPPED IN A BUN.	DARK ACADEMY	+30 HP
 TOUCH & POP	A POPULAR CANDY FROM A FEW YEARS AGO.	NATION OF FOOLS	+30 HP
 MOLDY BREAD	SOMEONE LEFT IT ON TOP OF THE FRIDGE AND FORGOT ABOUT IT.	FOREST OF DOOM	-300 HP
 PENTER'S NATURAL	CANDY THAT'S BEEN POPULAR FOR GENERATIONS.	18 WIGHT	+25 HP
 MAGICAL TICKET	AN ENCHANTED TICKET THAT WILL TRANSPORT YOU TO A SAFE PLACE.	71 RED AXE ARMOR; VINCENT'S SHOP, 1000	RETURNS YOU TO VINCENT THE PRIEST INSTANTLY.
 BEEHIVE	APPARENTLY, IT CAN BE USED TO MAKE SOME SORT OF FOOD.	67 BEE HIVE	+80 HP
 AMANITA	A TOXIC MUSHROOM THAT INDUCES HALLUCINATIONS.	68 MOLDY CORPSE	-100 HP
 ROTTEN MEAT	A SLAB OF ROTTING, FETID BEEF. IT SMELLS TERRIBLE.	1 ZOMBIE	-200 HP
 SPOILED MILK	ITS EXPIRATION DATE IS FROM THREE YEARS AGO.	94 JACK O'BONES; BURNT PARADISE	-400 HP

NAME	DESCRIPTION	LOCATION	EFFECTS
 RUSTY FOOD TIN	ARE YOU BRAVE ENOUGH TO OPEN IT?	FOREST OF DOOM	-600 HP
 CASTLE MAP 1	ONE PORTION OF THE CASTLE'S FLOOR PLAN IS WRITTEN ON IT.	VINCENT'S SHOP, 100	PROVIDES YOU WITH A PORTION OF THE CASTLE'S MAP.
 CASTLE MAP 2	ONE PORTION OF THE CASTLE'S FLOOR PLAN IS WRITTEN ON IT.	VINCENT'S SHOP, 100	PROVIDES YOU WITH A PORTION OF THE CASTLE'S MAP.
 CASTLE MAP 3	ONE PORTION OF THE CASTLE'S FLOOR PLAN IS WRITTEN ON IT.	VINCENT'S SHOP, 100	PROVIDES YOU WITH A PORTION OF THE CASTLE'S MAP.
 TOME OF ARMS P1	A PAGE RIPPED FROM THE TOME OF ARMS.	NEST OF EVIL	USED FOR WIND'S "LOST PAGE" QUEST.
 TOME OF ARMS P2	A PAGE RIPPED FROM THE TOME OF ARMS.	NEST OF EVIL	USED FOR WIND'S "LOST PAGE" QUEST.
 SPADE	A PLAYING CARD.	111 YORICK	USED FOR WIND'S "THE GAMBLER" QUEST.
 DIAMOND	A PLAYING CARD.	40 COPPELIA	USED FOR WIND'S "THE GAMBLER" QUEST.
 HEART	A PLAYING CARD.	106 NYX	USED FOR WIND'S "THE GAMBLER" QUEST.
 CLUB	A PLAYING CARD.	70 TREANT	USED FOR WIND'S "THE GAMBLER" QUEST.
 JOKER	A PLAYING CARD.	39 KILLER CLOWN	USED FOR WIND'S "THE GAMBLER" QUEST.
 RECORD PLAYER	LETS YOU LISTEN TO RECORDS.	WIND'S "THE LONELY STAGE" QUEST	ALLOWS YOU TO PLAY RECORDS.
 RECORD 1	CRUCIFIX HELD CLOSE	BOSS RUSH 2	PLAYS ON RECORD PLAYER
 RECORD 2	SANDFALL	BOSS RUSH 3	PLAYS ON RECORD PLAYER
 RECORD 3	IN SEARCH OF THE SECRET SPELL	134 ABADDON	PLAYS ON RECORD PLAYER
 RECORD 4	IRON BLUE INTENTION	129 AMDUCIAS	PLAYS ON RECORD PLAYER
 RECORD 5	SIMON'S THEME	VINCENT'S SHOP, 30000	PLAYS ON RECORD PLAYER
 GEAR	A STRANGE COG.	NATION OF FOOLS	USED IN TOWER OF DEATH

Weapons

There are enough evil denizens of the underworld in Brauner's paintings to keep you in the ghoul-hunting business for a very long time. Luckily, the weapons provided are up to the task. There are 11 different damage types in Portrait of Ruin, and enemies are usually weak or strong against at least one of the attacks you're using. Stacking the deck in your favor can help immensely. Looking at these weapon lists, you may note that the final weapons in many categories tend to have a holy property, along with whipping or slashing damage, yet their ATK stat is actually lower than other weapons in the category. When you look at the following table and see how much of the opposing cast is weak to holy, slashing, or whipping damage, you'll see why this hardly matters! The reason why certain weapons dominate is clear when you look at how important damage types are.

When looking at weapon statistics, also keep in mind that based on what else you are wearing (and how it all comes together), there may be slight variations in what you can expect. For example, a weapon listed with an ATK of +60 in this guide may, when you equip it with one combination of armor, give only +58 ATK. However, when you equip it with a different set of gear, it may give +62 ATK! Stats increase along a mild curve as you pile them on, and the stats listed here are the most frequent. The variance is only usually +/- 2.

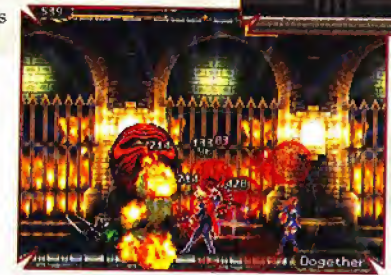


DAMAGE TYPE	PERCENTAGE OF ENEMIES
	53%
	52%
	49%
	48%
	47%
	26%
	19%
	15%
	13%
	12%
	8%
	7%
	6%
	6%
	6%
	5%
	5%
	5%
	3%
	2%
	2%
	1%

WHIPS

The classic weapon of archaeologists and vampire hunters everywhere! Whips mostly disappeared from the 2D Castlevania spotlight since the masterpiece Symphony of the Night, but they're back! Whips combine decent power and speed with a great variety of options, and are usually a strong choice in Portrait of Ruin. This is especially true once the upgraded Vampire Killer becomes available, with its holy properties and astounding Critical Art.

A whip weapon's flexibility and range make it easy to run or hop to the edge of whip range when foes present openings and attack ⇒ backdash ⇒ attack. Two quick hits from a safe range that are unlikely to be punished, and you can even chain the second one into a Critical Art once the ability is obtained. More useful than it seems is Whip Skill 1—allowing you to hold to dangle the whip after swinging. Then you can move the whip around with the directional pad. Use this to rack up hits quickly on Final Guards, to deflect projectiles, to defeat pesky minor enemies like Fleamen, and to squeeze more damage out of normal swings by holding the button just briefly, long enough to register the whip skill and score an extra little hit, but not long enough to slow you down.



NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
LEATHER WHIP	MADE FROM LEATHER. A WEAPON FOR A WARRIOR WITH PANACHE.		CITY OF HAZE	21						
STEEL WHIP	A WHIP FASHIONED FROM STEEL.		SANDY GRAVE	35						
ROSE STEM WHIP	A THORNED WHIP THAT REQUIRES GREAT SKILL TO USE.		72 MANEATING PLANT; TOWER OF DEATH	60						
MEDUSA WHIP	A WHIP THAT CAN TURN ITS TARGETS TO STONE.		57 MEDUSA HEAD	30						
NEBULA	A CHAIN THAT BINDS AND DESTROYS EVIL.		ENTRANCE	37						
FLAME WHIP	A WHIP IMBUED WITH THE POWER OF FLAMES.		DARK ACADEMY	65						
JET BLACK WHIP	JET BLACK WHIP IMBUED WITH THE POWER OF DARKNESS.		BURNT PARADISE	44						
UNDEAD KILLER	A HOLY WHIP THAT CAN KILL EVEN THE UNDEAD.		WIND'S "S RANK HUNTER" QUEST	70						
VAMPIRE KILLER	THE LEGENDARY WHIP WIELDED BY THE BELMONT FAMILY.		GAME START	10 (80)						

BOOKS

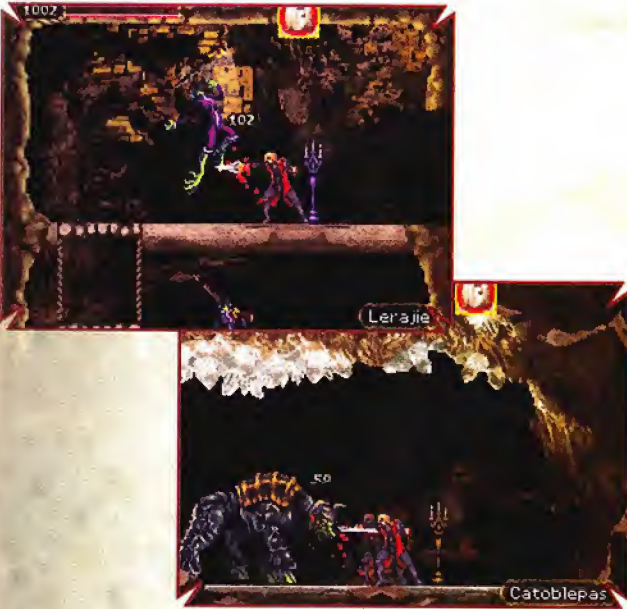
If anyone in Transylvania reads for pleasure it's a wonder, as half the books seem to have horses, large bladed weapons, or *Death itself* flying out of them. Charlotte's weapons of choice, the tomes in Portrait of Ruin, contain passages and incantations that can animate themselves and attack her foes. Lacking the flexible skills and general range of Jonathon's arsenal, books mostly serve as supplemental damage, while Charlotte fulfills her main duty of buffing our heroes or casting damaging magic. Certain books do have a nice vertical range, great in areas plagued with Ghosts and Medusa Heads. These threats don't make an effort to attack right in front of you. They also don't have any defense to speak of, so Charlotte's relative lack of strength means nothing when the large striking area of a few of her books becomes a great asset. A few of Charlotte's books are unique in that they have no melee property (slashing, striking, or whipping). That said, besides her final weapon, her strongest elemental book (The Book of Death), would be better if she was fighting for the other side!



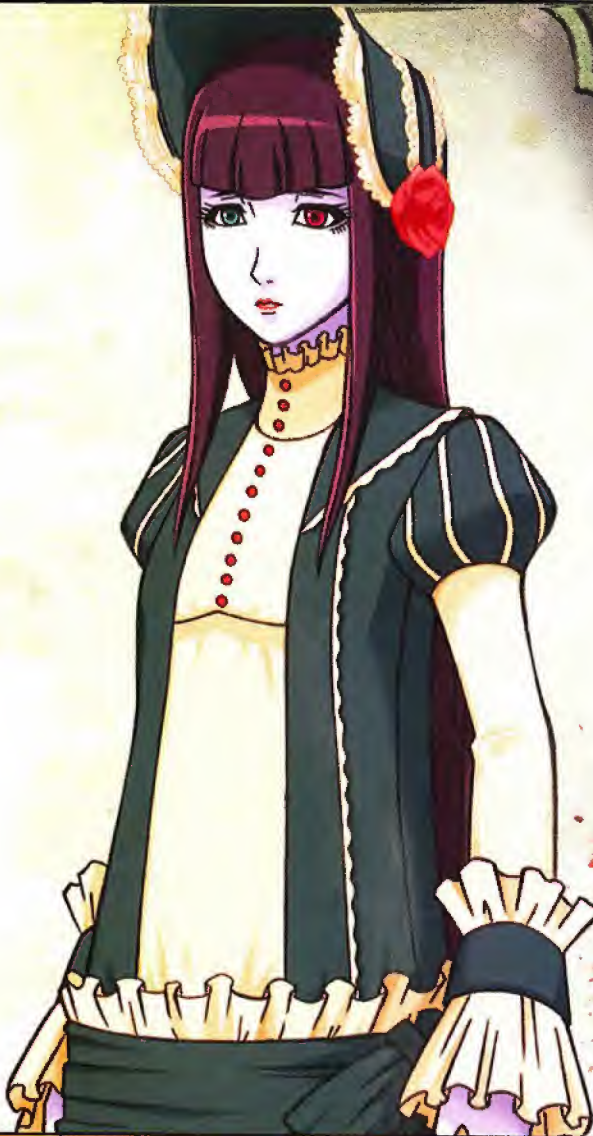
NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 ENCYCLOPEDIA	ONE OF CHARLOTTE'S FAVORITE BOOKS.	 	GAME START	3						
 BLANK BOOK	A BOOK SO FRIGHTENING THE WORDS RAN AWAY, LEAVING IT BLANK.		VINCENT'S SHOP, 800	10						
 TRISTAN & ISOLDE	THE LOVE STORY OF A NOBLE KNIGHT.		FOREST OF DOOM	28						
 DON QUIXOTE	THE STORY OF A MAN WHO THOUGHT HIMSELF A GALLANT KNIGHT.		GREAT STAIRWAY	18						
 BOOK OF DEATH	A PAPYRUS TOME ENTOMBED WITH THE DEAD.		FORGOTTEN CITY	44						
 TOME OF ARMS 1	AN ENCYCLOPEDIA OF WEAPONRY. (VOLUME 1 OF 3)		ENTRANCE	8						
 TOME OF ARMS 2	AN ENCYCLOPEDIA OF WEAPONRY. (VOLUME 2 OF 3)		GREAT STAIRWAY	50						
 TOME OF ARMS 3	AN ENCYCLOPEDIA OF WEAPONRY. (VOLUME 3 OF 3)		BURNT PARADISE	80						
 TOME OF ARMS X	THE SECRET LOST VOLUME, BANNED FOR ITS DESTRUCTIVE SECRETS.		WIND'S "LOST PAGE" QUEST	70						

DAGGERS

Daggers are mostly for throwing in Castlevania, and this remains true in Portrait of Ruin. Although they have speed going for them, their lack of range, attack power, useful properties, or a strong Critical Art keeps them under Collectors Only status.



NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 KNIFE	A CHEAP POCKET KNIFE.		VINCENT'S SHOP, 200	9						
 COMBAT KNIFE	A KNIFE DESIGNED FOR CLOSE-QUARTERS COMBAT.		ENTRANCE	24						
 BASELARD	A DAGGER WITH AN I-SHAPED HAFT.		VINCENT'S SHOP, 2800	35						
 KATAR	A DAGGER FROM INDIA.		73 SKELETON BLAZE; VINCENT'S SHOP, 5400	48						
 CINQUEDEA	AN ELABORATE DAGGER ENCRUSTED WITH JEWELS.		VINCENT'S SHOP, 7500	59						



SWORDS

In Castlevania games since Symphony of the Night, even though more powerful weapons typically exist, swords are still often the best choice because of their speed. Most weapons have a very slight delay after you swing them. In older Castlevania titles you could largely get around this by performing very small hops and attacking just off the ground. When you landed, you changed from jumping to standing, and this erased that recovery, allowing you to swing again instantly. Then you could cancel that into a backdash, attacking a third time or backpedaling to safety. While just about any weapon could do this, swords were the best mix of speed and range, and could do it very quickly with very small hops. In Portrait of Ruin, however, if you swing in midair you will now go through all of your weapon recovery even if you land. This removes the point of the little hops before attacks that you could do in previous Castlevania titles. Your overall offense is actually better than ever with a partner at your side, but swords in general suffer for the style change. Strangely enough, the only sword without a range deficiency, the Heaven's Sword, also doesn't suffer from the aforementioned style change (making it quite useful during the earlier stages of the game). And, this category still contains the best weapon in the game—every bit as fiendishly strong as the Crissagrim or Valmanway, but not in the way you expect!



NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 SHORT SWORD	A SWORD WITH A SHORT BLADE.		ENTRANCE	16						
 CUTLASS	A SHORT SWORD USED BY SAILORS.		6 ZACCHINO	21						
 LONG SWORD	A COMMON LONG SWORD.		CITY OF HAZE	29						
 GLADIUS	A SWORD USED IN ANCIENT ROME.		38 DRAGON ZOMBIE; 53 HILL GUARD	35	2					
 MILICAN'S SWORD	A SWORD THAT SOMETIMES TURNS THOSE IT STRIKES TO STONE.	 	CITY OF HAZE	40						
 RAHAB'S FROST	AN ICY BLADE MADE FROM THE FANG OF THE WATER-DRAGON RAHAB.	 	74 RAZOR BAT	40						
 AGNI'S FLAME	THE FLAMING BLADE OF AGNI, THE GOD OF FIRE.	 	79 FLAME DEMON	40						
 ASSASSIN BLADE	A POISONED BLADE PREFERRED BY ASSASSINS.	 	WIND'S "POISON VS. POISON" QUEST	52						
 HEAVEN'S SWORD	A DEMON-SLAYING SWORD ONCE WIELDED BY AN ANGEL.		61 FLYING ARMOR	35						
 BAKATWA	A SIMPLE, YET EFFECTIVE SWORD THAT IS EASY TO WIELD.		BURNT PARADISE	68						
 JAGDPLAUTE	A DEADLY, YET ELEGANTLY CRAFTED SWORD.		86 RULER'S SWORD	75						
 STELLAR SWORD	THE BLADE OF THE LEGENDARY SWORDSMAN MAXIM KISCHINE.	 	WIND'S "ALMIGHTY" QUEST	70						
 DAMASCUS SWORD	A SUPERIOR SWORD THAT NEVER LOSES ITS RAZOR-SHARP EDGE.		126 ALASTOR	88						

GREATSWORDS

Slower and generally much stronger than one-handed swords, greatswords are often a nice middle ground between the sluggish extremes of axes versus quicker, but weaker, swords. While whips and spears still generally end up being more useful, greatswords can be nice for their peripheral range—as Jonathon swings them up over his back and head, they can strike enemies above him. This can easily be used intentionally, even to deflect certain projectiles. The arc the swing covers also ends slightly below Jonathon's feet, so hunting for breakable walls is usually easier with weapons like a greatsword than with swords or whips. Note that the Royal Sword is one of the only weapons in the game with lots of stat bonuses. The greatsword's Critical Art is a quick thrust dashing forward.



NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 CLAYMORE	A LARGE SCOTTISH BLADE.		CITY OF HAZE	30						
 FALCHION	A NORMAN SWORD WITH A WIDE, CRESCENT-SHAPED BLADE.		20 ANDRAS	42						
 GREAT SWORD	A MASSIVE SWORD DESIGNED TO SMASH THROUGH ITS TARGETS.		34 GREAT ARMOR	55						
 ZWEIHANDER	A GERMAN TWO-HANDED SWORD.		38 DRAGON ZOMBIE	69						
 ROYAL SWORD	A TWO-HANDED SWORD OF KINGS.		WIND'S "A RANK HUNTER" QUEST	84		6	6	6		
 DRAGON SLAYER	A SWORD FORGED TO SLAY DRAGONS.	 	86 RULER'S SWORD	99					10	
 FINAL SWORD	THE SWORD USED BY THE FINAL GUARDS.		83 FINAL GUARD	120						
 HOLY CLAYMORE	AN ENORMOUS SWORD SHAPED LIKE A CROSS.	 	VINCENT'S SHOP, 300,000	100				10		

SPEARS

Spears have terrific range (only really losing soundly to the Nebula), and do terrific damage. They're also very quick, striking faster than the other two-handed weapons. The fact that the best spear Critical Art (a leap from the sky with less actual range than a normal spear strike) is lacking should not be a huge deterrence from this weapon class, which is in every other regard excellent. Some of the better spears sport the lunging Critical Art instead, like the Long Spear, which ends up being one of the most useful weapons available during the early stages of your adventure. The only real flaw with this category is the lack of an ultimate holy weapon.




















NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 SPEAR	A STANDARD SPEAR.		ENTRANCE	31						
 PARTISAN	A POLEARM FITTED WITH A BROAD BLADE.		GREAT STAIRWAY	40						
 HALBERD	A POLEARM ENDING IN A WIDE AXE BLADE.		TOWER OF DEATH	50						
 LANCE	A SPEAR USED BY CAVALRY KNIGHTS.		VINCENT'S SHOP, 6000	60						
 TRIDENT	A THREE-PRONGED SPEAR.		54 IMP	70						
 LONG SPEAR	A SPEAR WITH AN ESPECIALLY LONG HAFT.		30 ARMOR KNIGHT	80						
 COUSE	A POLEARM FITTED WITH A LARGE, CURVED BLADE.		60 SLOGRA	90						
 SARISSA	A MACEDONIAN LONG SPEAR.		VINCENT'S SHOP, 30000	100						
 ALUCARD'S SPEAR	A SPEAR WITH TIES TO ALUCARD. ONCE USED BY ERIC.		WIND'S "THE SPEAR OF LEGEND" QUEST	120						

AXES

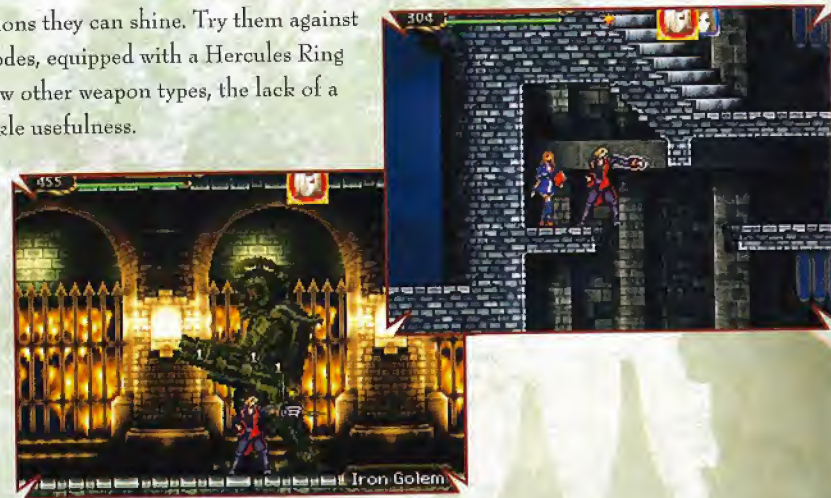
This category includes clubs and maces. These weapons swing like cranes and hit like dumptrucks; check your subtlety and technique at the door. Their number includes one of the best drops to hunt for money in the game, the Bullova. Sadly, despite their hideous attack power, the lack of a good Critical Art and foes weak to striking damage keeps them from superstar status. There are also no holy axes. Which sort of makes sense.


















NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 AXE	A HEAVY SINGLE-EDGED AXE.		CITY OF HAZE	50						
 MACE	A LARGE METAL CLUB.		CITY OF HAZE; SANDY GRAVE	45						
 BATTLE AXE	A DOUBLE-EDGED AXE DESIGNED FOR COMBAT.		VINCENT'S SHOP, 5000	60						
 MORNING STAR	A CLUB WITH A VICIOUS, STAR-SHAPED HEAD.		51 SKELETON FLAIL	70						
 BHUJ	A HEAVY WAR AXE.		90 ARMORED FLEAMAN	80						
 GREAT AXE	A HUGE WAR AXE. IT IS EXCEPTIONALLY HEAVY.		BURNT PARADISE	90						
 VOULGE	AN AXE WITH A HOOKED BLADE.		92 OLD AXE ARMOR; VINCENT'S SHOP, 23000	100						
 BULLOVA	AN AXE WITH A CRESENT-SHAPED BLADE.		108 MINOTAUR	115						
 GOLDEN AXE	AN AXE, CRAFTED FROM GOLD, WITH ASTOUNDING DESTRUCTIVE POWER.		VINCENT'S SHOP, 60000	130						

KNUCKLES

Knuckles are interesting. They attack more quickly than any other weapon, sometimes hitting more than once, or hitting as fast as you can press **X**. Their Critical Art strikes multiple times, resembling the ability Rampage. They do excellent damage in a very short time. Unfortunately, you have to be in a phone booth with a monster while fighting it. Their incredible lack of range keeps them from being very useful most of the time, but in certain situations they can shine. Try them against Final Guards, or break them out in Bull Rush modes, equipped with a Hercules Ring and backed by powerful Subweapons. As with a few other weapon types, the lack of a Holy weapon also serves to ultimately limit knuckle usefulness.



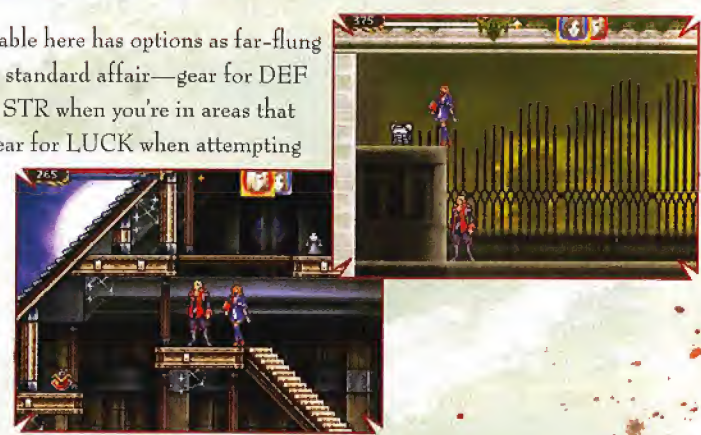
NAME	DESCRIPTION	DAMAGE TYPES	LOCATION	ATK	DEF	STR	CON	INT	MND	LCK
 BRASS KNUCKLES	A METAL KNUCKLE WEAPON THAT ADDS STING TO YOUR PUNCHES.		VINCENT'S SHOP, 200	10						
 CESTUS	HARD KNUCKLE GUARDS WORN BY ANCIENT BOXERS.		BURIED CHAMBER	22						
 WHIP KNUCKLES	ENABLE THE WEARER TO THROW WHIP-SNAP PUNCHES.		GREAT STAIRWAY	40						
 BAGH NAHK	A HANDHELD WEAPON WHOSE NAME MEANS "TIGER CLAW."	 	SANDY GRAVE	35						
 BULLET PUNCH	ENABLE THE WEARER TO THROW PUNCHES AT THE SPEED OF SOUND.		WIND'S "SUPERSONIC PUNCH" QUEST	18						
 ILLUSION FIST	THROW PUNCHES FASTER THAN THE EYE CAN SEE.		BOSS RUSH 2	20						
 KAISER KNUCKLES	KNUCKLES IMBUED WITH DIVINE RAGE.		SANDY GRAVE	45						










Armor

One wouldn't plunge into a haunted castle on a rainy night wearing nothing, so here you'll find all the finest options in Romanian nightwear. Almost all of your DEF comes from armor. Armor also often adds other useful bonuses, like buffs to other stats or helpful effects. Note that while no armor has ATK directly on it, adding STR from armor will add the same amount of ATK, which will be reflected on your stat screen. Armor that can only be worn by Johnathan has been noted in blue and armor that only Charlotte can wear has been noted in pink.



















BODY


The centerpiece of a vampire hunter's armor, the wardrobe available here has options as far-flung as a bathrobe, silk sleepwear, and a tuxedo! Equipping is a pretty standard affair—gear for DEF and be conservative if you're feeling cautious, gear for ATK and STR when you're in areas that don't concern you or when the extra offense is warranted, and gear for LUCK when attempting to farm drops.

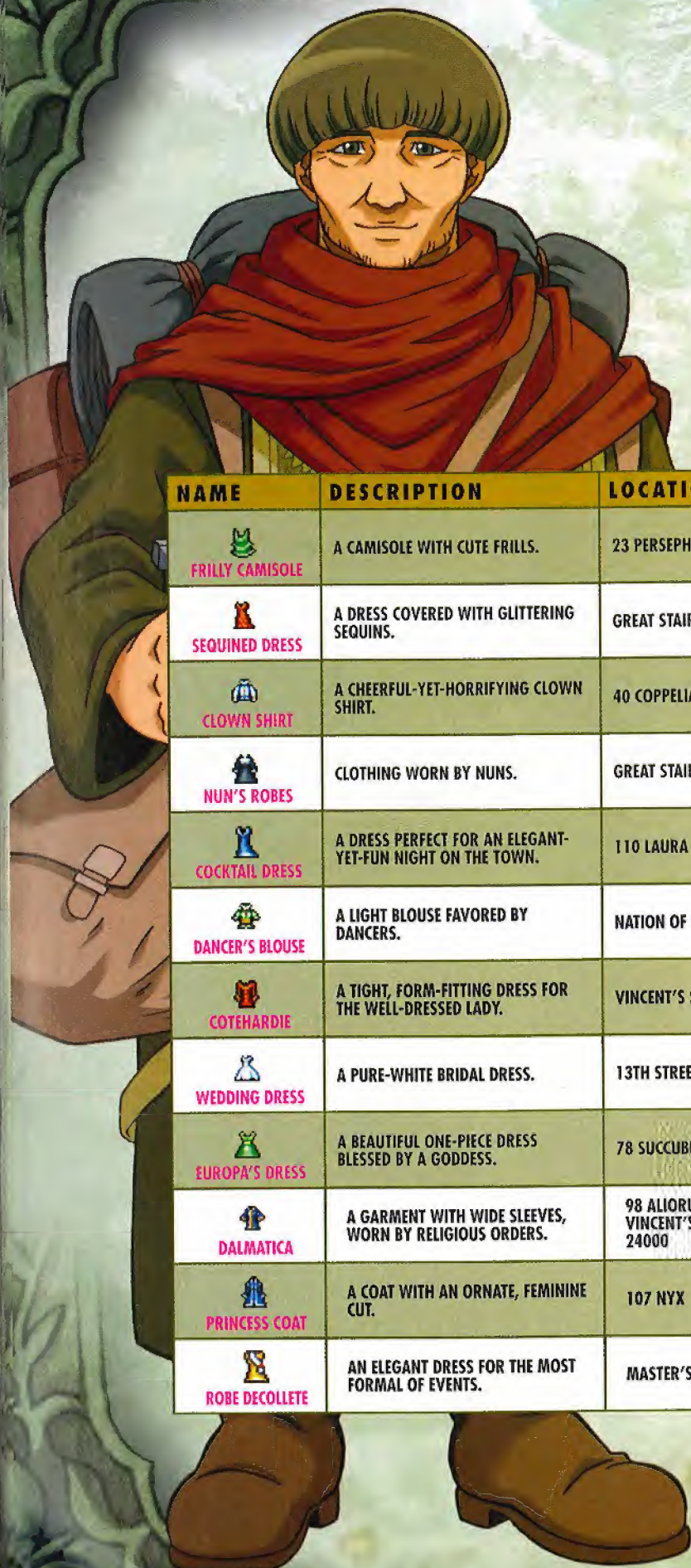


NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 CASUAL CLOTHES	CLOTHES WORN REGULARLY.	EQUIPPED INITIALLY	1					
 HOBO'S CLOTHES	RAGGED, WORN CLOTHES. YOUR MOTHER WOULD BE ASHAMED.	1 ZOMBIE	2					
 HOUPPELANDE	A ROOMY ROBE WITH LARGE, HANGING SLEEVES.	CITY OF HAZE	5					
 PONCHO	A SIMPLE PIECE OF CLOTHING; A BLANKET WITH A HOLE ON TOP.	GREAT STAIRWAY; 18 WIGHT	7					
 COMBAT FATIGUES	A STANDARD-ISSUE MILITARY UNIFORM.	85 GHOUL; VINCENT'S SHOP, 9800	10					
 ADRENALINE GEAR	MAKES TIME APPEAR SLOWER WHEN TAKING DAMAGE.	94 JACK O'BONES	15					
 KALASIRIS	A TRANSLUCENT ROBE WORN BY ANCIENT EGYPTIAN NOBILITY.	46 ELGIZA	20					
 FEATHER GEAR	MAGICAL LIGHTWEIGHT CLOTHES. GET KNOCKED FAR BACK WHEN HIT.	VINCENT'S SHOP, 19800	32					
 TAILCOAT	JUST AN EVERYDAY COAT. STYLISH, BUT OFFERS LITTLE PROTECTION.	VINCENT'S SHOP, 300	3					

THE ARMORY

NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 BIKER'S JACKET	A JACKET WITH PROTECTIVE PADDING.	20 ANDRAS	4	2	2			
 JUSTAUCORPS	EXTRAVAGANTLY DESIGNED 17TH CENTURY COAT.	VINCENT'S SHOP, 5000	8			2	2	
 TUXEDO COAT	THE FINEST OF FORMALWEAR (IN CLASSIC BLACK, OF COURSE).	CITY OF HAZE	10					2
 BATTLE JACKET	MADE FROM A SPECIAL FIBER RESISTANT TO SLASHING ATTACKS.	NATION OF FOOLS	7					
 SURCOAT	A GARMENT BEARING A NOBLE FAMILY CREST.	119 GHOUL KING	18			5	5	
 LEATHER CUIRASS	BODY ARMOR MADE OF LEATHER.	CITY OF HAZE	4					
 COPPER PLATE	A BREASTPLATE MADE OF COPPER.	4 AXE ARMOR; BURIED CHAMBER	9					
 IRON PLATE	A BREASTPLATE MADE OF IRON.	34 GREAT ARMOR; GREAT STAIRWAY	15					
 SILVER PLATE	A BREASTPLATE MADE OF SILVER.	49 CROSSBOW ARMOR; FOREST OF DOOM	18					
 GOLD PLATE	A BREASTPLATE MADE OF GOLD.	89 BUSTER ARMOR; DARK ACADEMY	25					
 LORICA	ARMOR WITH A MUSCULAR DESIGN. WORN BY ROMAN OFFICERS.	SANDY GRAVE	32	3	3			
 PLATINUM PLATE	A BREASTPLATE MADE OF PLATINUM.	121 IRON GOLEM	45					
 SAMURAI PLATE	TRADITIONAL BODY ARMOR WORN BY SAMURAI WARRIORS.	96 DEAD WARRIOR	40		10		10	
 HOLY MAIL	ARMOR THAT REDUCES DAMAGE FROM HOLY ATTACKS.	FORGOTTEN CITY	25				10	
 BERSERKER MAIL	ARMOR THAT INCREASES DAMAGE DEALT OUT AND RECEIVED.	122 DOUBLEAXE ARMOR		30	-30		-30	
 ANCIENT ARMOR	ANY DAMAGE REDUCES HP BY 10% OF MAXIMUM HP.	92 OLD AXE ARMOR						
 HEALING MAIL	ARMOR THAT HEALS HP AS THE WEARER WALKS.	CITY OF HAZE	12					
 MIRROR CUIRASS	MIRRORED ARMOR THAT PROTECTS THE WEARER FROM PETRIFICATION.	93 GORGON	16					

NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 SPIKED MAIL	ARMOR COVERED WITH SHARP SPIKES. WEAR WITH CAUTION.	VINCENT'S SHOP, 33000			-20		-20	
 SCOUT ARMOR	DEFENSE IMPROVES AS MORE OF THE MAP IS UNCOVERED.	BOSS RUSH 3	44 (1000% COMPLETION)					
 HEAVY ARMOR	CUMBERSOME ARMOR. HIGH DEFENSE, BUT SLOWS DOWN THE WEARER.	81 HEAVY ARMOR	55	5			40	
 IMPERVIOUS MAIL	ARMOR THAT CAN COMPLETELY BLOCK SOME ATTACKS.	80 DEAD CRUSADER	8					
 LEATHER CORSET	A CORSET MADE OF LEATHER.	CITY OF HAZE	3					
 JADE CORSET	A CORSET DECORATED WITH JADE GEMS.	GREAT STAIRWAY	6					
 AMETHYST CORSET	A CORSET DECORATED WITH BRIGHT AMETHYSTS.	26 LERAJIE; FOREST OF DOOM	11					
 EMERALD CORSET	A CORSET DECORATED WITH SPARKLING EMERALDS.	VINCENT'S SHOP, 5000	16			3		
 RUBY CORSET	A CORSET DECORATED WITH FIERY RUBIES.	45 AMPHISBAENA; VINCENT'S SHOP, 5000	16	3				
 SAPPHIRE CORSET	AN ELABORATE CORSET DECORATED WITH SAPPHIRES.	VINCENT'S SHOP, 5000	16		3			
 LILITH CORSET	A CORSET WORN BY A LILITH.	50 LILITH	17					
 PLATINUM CORSET	A CORSET MADE OF PLATINUM.	FORGOTTEN CITY	25					
 DIAMOND CORSET	A CORSET BLAZING WITH THE HARD SPARKLE OF DIAMONDS.	VINCENT'S SHOP, 30000	32					
 KIRTLE	A PLAIN, LONG DRESS.	CITY OF HAZE	2			1		
 MIKO DRESS	CLOTHES WORN BY PRIESTESSES OF SHINTO SHRINES.	VINCENT'S SHOP, 5800	5				15	
 COTTON APRON	THE MAID WHO OWNED THIS OBVIOUSLY QUIT A LONG TIME AGO.	7 STUDENT WITCH	7					
 SILK NEGLIGEE	A SILK GARMENT DESIGNED FOR COMFORTABLE SLEEPING.	VINCENT'S SHOP, 7200	5		3		3	
 BATHROBE	A SOFT, LUXURIOUS TERRYCLOTH ROBE.	GREAT STAIRWAY	6					5




















NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
FRISLEY CAMISOLE	A CAMISOLE WITH CUTE FRILLS.	23 PERSEPHONE	9				5	
SEQUINED DRESS	A DRESS COVERED WITH GLITTERING SEQUINS.	GREAT STAIRWAY	10	3				
CLOWN SHIRT	A CHEERFUL-YET-HORRIFYING CLOWN SHIRT.	40 COPPELIA	12					3
NUN'S ROBES	CLOTHING WORN BY NUNS.	GREAT STAIRWAY	9				3	
COCKTAIL DRESS	A DRESS PERFECT FOR AN ELEGANT-YET-FUN NIGHT ON THE TOWN.	110 LAURA	14			5		
DANCER'S BLOUSE	A LIGHT BLOUSE FAVORED BY DANCERS.	NATION OF FOOLS	16					1
COTEHARDIE	A TIGHT, FORM-FITTING DRESS FOR THE WELL-DRESSED LADY.	VINCENT'S SHOP, 9800	18	5				
WEDDING DRESS	A PURE-WHITE BRIDAL DRESS.	13TH STREET	20	15	10			
EUROPA'S DRESS	A BEAUTIFUL ONE-PIECE DRESS BLESSED BY A GODDESS.	78 SUCCUBUS	23	3	3	3	3	3
DALMATICA	A GARMENT WITH WIDE SLEEVES, WORN BY RELIGIOUS ORDERS.	98 ALIORUMNAS; VINCENT'S SHOP, 24000	25			10		
PRINCESS COAT	A COAT WITH AN ORNATE, FEMININE CUT.	107 NYX	28					10
ROBE DECOLLETE	AN ELEGANT DRESS FOR THE MOST FORMAL OF EVENTS.	MASTER'S KEEP	30			5	5	5

HEAD

The hats and helmets of Portrait of Ruin typically boost a stat or three by a little, and sometimes have useful effects beyond stats—see the screen below to see the Eye for Decay in action, for example!



NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
EYE FOR DECAY	ENABLE THE WEARER TO SEE BREAKABLE WALLS.	16 PEEPING EYE						
GAMBLER GLASSES	ENABLE THE WEARER TO SEE ENEMY ITEM DROP PERCENTAGES.	WIND'S "THE GAMBLER" QUEST						2
SUNGLASSES	STYLISH EYEWEAR THAT PROTECTS THE EYES FROM ULTRAVIOLET RAYS.	VINCENT'S SHOP, 200	1					
THICK GLASSES	A PAIR OF GLASSES WITH VERY THICK LENSES.	CITY OF HAZE	1			3		
GLASSES	MAKE YOU LOOK OLDER AND WISER.	42 FLYING SKULL	2					
MONOCLE	A LENS FOR ONE EYE. A FAVORITE AMONG DISTINGUISHED GENTLEMEN.	66 TOGETHER; GREAT STAIRWAY	2			2	2	
GOGGLES	PROTECTIVE EYEWEAR THAT PROVIDES SAFETY.	GREAT STAIRWAY	5					
COMBAT BERET	A STANDARD-ISSUE MILITARY BERET.	TOWER OF DEATH	2	2	2			
URAEUS	AN EGYPTIAN ROYAL CROWN DECORATED WITH A GOLDEN COBRA.	46 ELGIZA	3					5
ROYAL CROWN	A CROWN ENCRUSTED WITH PRECIOUS JEWELS FROM ALL OVER THE WORLD.	119 GHOUL KING	2			2	2	2
HEAD GUARD	PROTECTS THE HEAD FROM IMPACTS.	ENTRANCE	2					
BANDANA	A PIECE OF CLOTH TO PROTECT THE FOREHEAD.	BURIED CHAMBER	3	1	1			
IRON HELMET	A HELMET MADE OF IRON.	53 HILL GUARD	5					
STONE MASK	A CREEPY MASK USED IN ANCIENT RITUALS.	37 MUMMY	3					1
VIKING HELMET	THE DISTINCT TWO-HORNED HELMET WORN BY VIKING WARRIORS.	VINCENT'S SHOP, 4000; TOWER OF DEATH	4	3				
BALLROOM MASQUE	A MASK WORN BY NOBLES AT FORMAL DANCES.	116 GHOST DANCER	4			1		

NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 FEDORA	A FASHIONABLE HAT THAT JUST FEELS RIGHT WITH A WHIP.	33 FLEAMAN	4					
 PORKPIE HAT	A FELT HAT WITH A SMALL BRIM.	114 RIPPER	5					
 SILK HAT	THE HAT OF A TRUE ARISTOCRAT.	VINCENT'S SHOP, 6000; NATION OF FOOLS	5			4		
 TRAVELER'S HAT	A WIDE-BRIMMED HAT PERFECT FOR THE WELL-TRAVELED MAN.	87 WITCH; VINCENT'S SHOP, 7500	6			3	3	
 ATTICA HELMET	A HELMET WITH A FEATHERED CREST.	FORGOTTEN CITY	7	5				
 SAMURAI HELMET	THE TRADITIONAL HELMET OF SAMURAI WARRIORS.	VINCENT'S SHOP, 12000	8		5			
 SHOGUN HELMET	A HELMET WORN BY THE TYRANT SHOGUN NOBUNAGA.	13TH STREET	10	3		-5		
 SKULL MASK	A FRIGHTENING MASK PATTERNED AFTER A SKULL.	76 MALACHI	13			-3	-3	-3
 VELVET RIBBON	A FINE RIBBON, SOFT TO THE TOUCH.	CITY OF HAZE	2					
 WITCH'S HAT	THE TRADITIONAL POINTY HAT OF THE WELL-DRESSED WITCH.	7 STUDENT WITCH	3			3		
 MOURNING VEIL	A BLACK VEIL OF SADNESS.	VINCENT'S SHOP, 1200	2			2	2	
 NUN'S HABIT	HEAD COVERING WORN BY NUNS.	GREAT STAIRWAY	2				3	
 OPEN VEIL	A HEADCOVERING THAT FRAMES THE FACE.	TOWER OF DEATH	3	3		3		
 HOLY VEIL	A VEIL IMBUED WITH HIDDEN POWER.	NATION OF FOOLS	5			10		
 CLOVER TIARA	A TIARA MADE OF FLOWERS FROM A MEADOW.	CITY OF HAZE	1				2	
 PEARL TIARA	A TIARA ADORNED WITH PEARLS.	45 AMPHISBAENA	3					
 DIAMOND TIARA	A TIARA ENCRUSTED WITH HARD DIAMONDS.	VINCENT'S SHOP, 18000	10					
 PRINCESS TIARA	A TIARA COVERED WITH BRILLIANT GEMS.	FORGOTTEN CITY	5					7
 MUSE'S TIARA	A TIARA BLESSED BY A GODDESS.	101 ALURA UNE	6			8		
 MIDNIGHT TIARA	A TIARA WITH JEWELS SHINING IN A BLACK BACKGROUND.	110 LAURA	7				5	
 ARACHNE HENNIN	A BEAUTIFUL HAT CREATED BY ARACHNE THE WEAVER.	VINCENT'S SHOP, 70000	7			3	3	3

LEGS

As with headwear, boots and leggings usually give a minor boost to a few stats, and sometimes offer additional effects. One pair of boots adds to divekicking damage, while another increases the length of your backdash! Two pairs even allow you to increase your running speed.



NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 SANDALS	COMFY-LOOKING SANDALS MADE OF LEATHER.	CITY OF HAZE	1					
 ENGINEER BOOTS	STUDY BOOTS WITH A STEEL PLATING IN THE TOES.	VINCENT'S SHOP, 1680	2					
 ROYAL SANDALS	SANDALS DECORATED WITH PRECIOUS GEMS.	SANDY GRAVE	4					
 COMBAT BOOTS	BOOTS WITH A KNIFE POCKET. DESIGNED FOR COMBAT.	VINCENT'S SHOP, 4200	3					
 MOONWALKERS	BOOTS THAT ENHANCE THE ABILITY TO DASH BACKWARDS.	CITY OF HAZE						
 SLICK BOOTS	BOOTS THAT ENHANCE SLIDING ABILITY.	73 SKELETON BLAZE; TOWER OF DEATH						
 SPIKED BOOTS	BOOTS THAT DEAL EXTRA DAMAGE WHEN KICKING.	NATION OF FOOLS						
 MERCURY BOOTS	BOOTS THAT ALLOW THE WEARER TO MOVE FASTER.	DARK ACADEMY						
 WINGED BOOTS	BOOTS THAT ENABLE YOU TO RUN LIKE THE WIND.	13TH STREET						
 HIKING BOOTS	HEAVY, THICK-TREADED BOOTS.	VINCENT'S SHOP, 2500	2		1			
 OXFORDS	THICK-SOLED LEATHER SHOES.	VINCENT'S SHOP, 2480	3					
 WINGTIPS	FOR THE FASHIONABLY-DRESSED VAMPIRE HUNTER.	VINCENT'S SHOP, 5800	4				3	
 IRON LEGGINGS	LEGGINGS MADE OF STEEL.	GREAT STAIRWAY	5					
 SILVER LEGGINGS	LEGGINGS MADE OF SILVER.	FOREST OF DOOM	6					








NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 GOLD LEGGINGS	LEGGINGS MADE OF GOLD.	BURNT PARADISE	7					
 STEEL GREAVES	STEEL ARMOR FOR THE LEGS.	13TH STREET	8					
 PLATINUM LEGGINGS	LEGGINGS MADE OF PLATINUM.	121 IRON GOLEM	9					
 SAMURAI LEGGINGS	LEGGINGS WORN BY SAMURAI.	13TH STREET	5	3	3			
 ENAMEL PINHEELS	SHINY ENAMEL PINHEELS.	MASTER'S KEEP	1					
 INUIT BOOTS	BOOTS MADE OF SEAL FUR.	19 FROZEN SHADE	1		2			
 SUCCUBUS BOOTS	A PAIR OF BOOTS WORN BY SUCCUBI.	78 SUCCUBUS	4			4		
 GLAMOROUS PUMPS	GORGEOUS HIGH-HEELED SHOES WORN BY CELEBRITIES.	SANDY GRAVE	3					3
 SILENT SANDALS	SHOES WITH AN UNUSUAL SOLE THAT LETS THE WEARER WALK SILENTLY.	50 LILITH; VINCENT'S SHOP, 5800	3			3	3	
 ARTEMIS SHOES	SHOES BLESSED BY A GODDESS.	BURNT PARADISE	4			2	2	2
 NUN'S SHOES	SHOES WORN BY NUNS.	CITY OF HAZE	1				2	
 GLASS SHOES	AN IMPRACTICALLY FRAGILE PAIR OF SHOES.	VINCENT'S SHOP, 5000	2					5
 PRIMA SHOES	THE ULTIMATE TOE SHOES, RESERVED FOR PRIMA BALLERINAS.	VINCENT'S SHOP, 8000	3	3	2			
 DIAMOND SHOES	A PAIR OF SPARKLING, DIAMOND-ENCUSTED SHOES.	VINCENT'S SHOP, 20000	6					



















ACCESSORIES

















Not many accessories bear statistics (the most notable is Charlotte's Venus Brooch). Instead, many offer a minor benefit or permanent change to status. For example, the Shaman Ring boosts the amount of EXP you receive. The Gold Ring increases your luck with money, and actually causes 500 gold bags to fall from candles. The Master Ring doubles the amount of SP

received. And a few, lategame items are even more beneficial than those.



NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 STUDDED CHOKER	A CHOKER WITH METAL STUDS FOR THE REBEL IN YOU.	VINCENT'S SHOP, 980	1					
 CHARM NECKLACE	A NECKLACE THAT RESISTS CURSES.	SANDY GRAVE					10	
 STELLA'S LOCKET	A LOCKET WITH A PICTURE OF THE TWINS, ALONG WITH...	OBTAINED AFTER DEFEATING STELLA FOR THE FIRST TIME						
 ASTRAL RING	CONSUME HP INSTEAD OF MP WHEN USING MAGIC.	BOSS RUSH 1						
 ENGAGEMENT RING	CONSUME HP INSTEAD OF MP WHEN YOUR PARTNER TAKES DAMAGE.	BURNT PARADISE						
 GOLD RING	A RING THAT INCREASES LUCK WITH MONEY.	127 GOLD SKELETON						
 SHAMAN RING	A RING THAT INCREASES THE EXPERIENCE YOU EARN.	13TH STREET						

NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 MISER RING	A RING THAT BOOSTS ATTACK DAMAGE ACCORDING TO CURRENT WEALTH.	WIND'S "ABANDON GREED" QUEST						
 SAGE RING	A RING THAT BOOSTS MP RESTORATION SPEED.	WIND'S "THE HUNDRED TASKS" QUEST						
 THIEF RING	A RING THAT INCREASES THE CHANCES OF FINDING RARE ITEMS.	WIND'S "FIND THE KING OF BIRDS" QUEST						
 PEARL RING	A RING ADORNED WITH A PEARL.	VINCENT'S SHOP, 9800	2					
 TOUGH RING	A RING THAT SHORTENS RECOVERY TIME AFTER TAKING DAMAGE.	22 GOLEM	1					
 MASTER RING	A RING THAT INCREASES THE MASTERY RECEIVED.	VINCENT'S SHOP, 200,000						
 SKULL RING	A RING THAT CURSES THE WEARER. MP DRAINS RAPIDLY WHILE EQUIPPED.	118 LESSER DEMON		6	6	6	6	-13
 IMMUNITY RING	A RING THAT NEUTRALIZES POISON ATTACKS.	WIND'S "DEFEAT THE GHOUL KING" QUEST						
 BLESSED RING	A RING THAT NEUTRALIZES CURSES.	WIND'S "OVERCOME THE CURSE" QUEST						
 HERCULES RING	A RING THAT LETS YOU IGNORE BLOWS LIKE A MIGHTY GOD.	108 MINOTAUR						
 CAPE	A STURDY CAPE.	CITY OF HAZE	1					
 HERO'S CAPE	A FLASHY VELVET CAPE.	6 ZACCHINO	2					
 BLUE CAPE	A BEAUTIFUL BLUE CAPE.	TOWER OF DEATH	3			3		
 ELVEN CAPE	A CAPE THAT PROVIDES PROTECTION AGAINST MAGIC.	VINCENT'S SHOP, 11000	4				5	
 ASSASSIN'S CAPE	A STEALTHY CAPE FAVORED BY ASSASSINS.	13TH STREET	5	3				
 INVISIBLE CAPE	A MAGIC CAPE THAT RENDERS THE WEARER INVISIBLE.	BOSS RUSH 1						
 HOLY MANTLE	A LONG CAPE WORN BY HIGH-RANKING CLERGYMEN.	VINCENT'S SHOP, 10000	3			3		
 PALUDAMENTUM	A ROMAN GENERAL'S CLOAK.	VINCENT'S SHOP, 15000	5			5		

NAME	DESCRIPTION	LOCATION	DEF	STR	CON	INT	MND	LCK
 BLESSED ANKH	INCREASES THE EFFECTIVENESS OF RECOVERY ITEMS.	91 AMALARIC SNIPER						
 WHITE CORSAGE	A CORSAGE OF SMALL, SNOWY WHITE FLOWERS.	CITY OF HAZE	1					
 ORCHID CORSAGE	A CORSAGE FASHIONED FROM FINE MATERIALS.	56 CORPSEWEED	2					
 ROSE CORSAGE	A CORSAGE FASHIONED FROM HIGH-QUALITY, DELICATE MATERIALS.	101 ALURA UNE	3					
 SORCERESS CREST	SHORTENS THE TIME REQUIRED TO INCANT MAGIC SPELLS.	WIND'S "THE GREAT SAGE" QUEST						
 FORGET-ME-NOT	A NECKLACE PATTERNED AFTER A BEAUTIFUL FLOWER.	VINCENT'S SHOP, 1200	1		2			
 CRYSTAL NECKLET	A NECKLACE CONTAINING PURE, COLD WINTER AIR.	SANDY GRAVE	2		2			
 PLATINUM CHAIN	A PLATINUM NECKLACE WITH A VICTORIAN DESIGN.	VINCENT'S SHOP, 5800	3		2			
 HEART BROOCH	INCREASES THE LIKELIHOOD OF GETTING HEARTS.	99 DODO	1					
 ASTRAL BROOCH	TAKING DAMAGE WILL RESTORE MP.	86 WITCH						
 LAUREL BROOCH	A VALUABLE ANTIQUE BROOCH.	ENTRANCE	1					
 ABALONE BROOCH	A BROOCH MADE FROM SHELLS FROM THE MEDITERRANEAN SEA.	24 MIMIC	2					
 DIAMOND BROOCH	A BROOCH WITH THE BLINDING GLARE OF A 100-CARAT DIAMOND.	VINCENT'S SHOP, 25000; SANDY GRAVE	5					
 MOON BROOCH	AN ELEGANT BROOCH THAT SHINES WITH THE LIGHT OF THE MOON.	NATION OF FOOLS; VINCENT'S SHOP, 30000	3					5
 VENUS BROOCH	A BROOCH BLESSED BY VENUS, GODDESS OF LOVE AND BEAUTY.	FORGOTTEN CITY	3			3	3	3
 MAGUS RING	A RING THAT BOOSTS MP RESTORATION SPEED.	ENTRANCE						

8 BESTIARY

1 Zombie

3 An animated corpse. Killing many zombies in the City of Haze can trigger the appearance of a pair of Wights. Zombies themselves are little threat, though beware them in Hard Mode, where they are poisonous, and significantly more aggressive.

4 Entrance, City of Haze



HP	EXP	SP	ATK	DEF	MND
8	6	2	7	0	0

ROTTEN MEAT	5.52%
HOB0'S CLOTHES	4.14%

1.) Enemy Number

2.) Enemy Name — your foe's moniker.

3.) Description — Brief details about your adversary.

4.) Location — Your foe's various haunts.

5.) Damage Properties — There are 11 types of damage in Portrait of Ruin: Striking, whipping, slashing, fire, ice, electric, dark, holy, poison, cursing, and stone damage. Icons in this section indicate whether a

foe is particularly susceptible to certain damage types, or resistant to others. Damage types that deal extra damage to a given foe will be highlighted with a **red icon**. Damage types that a given foe will resist, taking half damage or less (and in some cases, NO damage), will be highlighted with a **blue icon**. The percentage of enemies with a resistance or weakness to a given damage type is illustrated in this table.

6.) HP — the number of hit points a given foe has. Foes are defeated when their hit points are reduced to 0.

7.) EXP — the experience granted for defeating a given foe. Can be increased by using the Shaman Ring accessory (found in a secret room inside the "13th Street" portrait).

8.) SP — skill points granted upon defeat. Skill points are used to master Subweapons, making them more powerful. Can be doubled with the Master Ring accessory, available from Vincent for the low price of \$200,000!

9.) ATK — the monster's attack rating. This determines how strong their attacks are. Your DEF and CON stats will offset this, reducing the damage you take. Against magical attacks, your MND is used to offset some of the damage. Damage can also be reduced by using Spells like CON Boost and Subweapons like Stonewall.

10.) DEF — the monster's defense rating. For most monsters, this is low or nonexistent, meaning your weapons will strike for full damage (i.e. if your attack rating is 100 and you hit an enemy with 0 DEF, you will do 100 damage—even more if they are weak to the damage types you're equipped with). For a few, like the Final Guard or Iron Golem, the defensive stat is so high that

DAMAGE TYPE	PERCENTAGE OF ENEMIES	DAMAGE TYPE	PERCENTAGE OF ENEMIES	DAMAGE TYPE	PERCENTAGE OF ENEMIES
	53%		13%		5%
	52%		12%		5%
	49%		8%		3%
	48%		7%		2%
	47%		6%		2%
	26%		6%		1%
	19%		6%		
	15%		5%		

unless you are incredibly strong you will strike for painful damage. Luckily these types of foes generally don't have a lot of HP, and you can just switch to striking them as quickly as possible.

11.) MND — the monster's mind rating. This determines how well a monster absorbs Subweapon and Spell attacks.

12.) Loot — most monsters can drop items that will prove useful to you upon defeat. Whether to collect, equip, use, or sell, item collection is important to the Castlevania experience. The top item is the monster's common drop, and the bottom item is its rare drop. Some rare drops, like the Skull Ring

13.) Drop percentage — The percentages displayed here assume a luck rating of 40. This is fairly middle-of-the-road; an easy total to get to early on with luck equipment and spell buffs, and a standard stat figure later, at higher levels. Adding more luck through equipment and spell buffs (Charlotte's LUCK Boost spell adds a whopping +60 luck when fully charged!) increases the likelihood of drops. Drop rates can also be increased by equipping the Thief Ring accessory, obtained through Wind's "Find the King of Birds" quest. The star rating shown in-game, indicating rarity, will sometimes change if you alter your luck rating, showing the relative change in drop possibility. The headpiece Gambit Goggles, obtained from Wind's "The Gambler" quest, will actually show you the real percentages in-game rather than the star rarity ratings. The percentage will change dynamically as you play with your luck rating, just like the star rating. Deciding whether to primarily use Jonathan or Charlotte when farming for items is important, as loot is based on whoever landed the killing blow, and their LUCK stats are almost certainly different. When hunting for rare items, keep all this in mind and boost your chances as much as possible—use the fully-charged LUCK Boost spell for +60 LUCK, then equip the Thief Ring and as much LUCK-boosting gear as you can (in particular, the Princess pieces, the Moon Brooch, and the Venus Brooch). Jonathan tends to be better at actually making things dead, and plan accordingly. We recommend mainly farming with Jonathan, while Charlotte's LUCK Boost spell is fully active and Charlotte is dismissed or kept hanging back. This is a nice middle ground of damage and luck. Later on, you might even substitute the Speed Up spell for LUCK Boost—sure, you take a hit on pure drop chance, but some enemies can be farmed very very rapidly by speeding back in and out of a room, letting the monsters respawn quickly and stacking up kills fast. What you lose in LUCK can sometimes be made up for with the sheer amount of chances you give yourself by piling up kills quickly.

1 Zombie

An animated corpse. Killing many zombies in the City of Haze can trigger the appearance of a pair of Wights. Zombies themselves are little threat, but beware them in Hard Mode, where they are poisonous, and significantly more aggressive.

Entrance, City of Haze



HP	EXP	SP	ATK	DEF	MND
8	2	1	7	0	0

ROTTEN MEAT	5.52%
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HOB0'S CLOTHES	4.14%
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2 Bat

A bloodsucking bat that lurks in the castle. The main danger from bats is that you might not see them at all against a dark background.

Entrance, Buried Chamber, City of Haze



HP	EXP	SP	ATK	DEF	MND
1	1	1	8	0	0

3 Skeleton

A skeletal corpse controlled by magic. Like Zombies, fairly easy to dispatch. They toss bones at you lazily.

Entrance, City of Haze, Sandy Grave



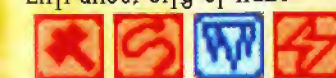
HP	EXP	SP	ATK	DEF	MND
10	3	1	9	0	0

SUMMON SKELETON	4.14%
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4 Axe Armor

A zombie warrior in heavy armor, equipped with a devastating axe. You can jump the low axes, crouch under the high ones, and destroy either variety with any of your attacks.

Entrance, City of Haze



HP	EXP	SP	ATK	DEF	MND
28	4	1	12	0	0

COPPER PLATE	5.52%
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AXE	5.52%
-----	-------

5 Death Mask

A demon who flies about, wearing the face of a dead human. Much less fearsome than it appears, this flying foe is easily dispatched with a few leaping strikes.

City of Haze



HP	EXP	SP	ATK	DEF	MND
20	10	1	10	8	0

6 Zecchino

A stylish and sociable demon who is quite attentive to the ladies. Approach him with Charlotte for a romantic proposal! This Casanova won't attack Charlotte, and in fact offers her a rose. Attack the rose for humorous results. He is not so kind to Jonathan, whom he swipes at with a sword.

City of Haze



HP	EXP	SP	ATK	DEF	MND
35	9	1	11	0	20

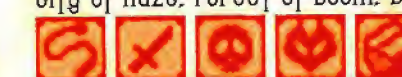
HERO'S CAPE	4.83%
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CUTLASS	3.45%
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7 Student Witch

An immature witch who's still learning her spells. She floats around slowly and doesn't do much else, besides running away as a cat when defeated.

City of Haze, Forest of Doom, Dark Academy



HP	EXP	SP	ATK	DEF	MND
42	10	1	23	0	5

COTTON APRON	6.21%
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WITCH'S HAT	4.14%
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8 Slinger

A skeleton that attacks by throwing his own ribs. A much more aggressive variant of the bone-throwing Skeletons, this fellow is quicker and more eager to hurt you. Down him quickly to avoid dealing with projectiles for too long.

Entrance, City of Haze



HP	EXP	SP	ATK	DEF	MND
19	9	1	8	0	0

9 Mini Devil

A small demon who makes up for his size in ferocity and malevolence. He'll fly around and occasionally throw small scythes at you. Use Subweapons like the Ricochet Rock or Axe, and wide weapons like Tome of Arms 2 and 3, to hit him easily in the air.

City of Haze.



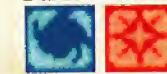
HP	EXP	SP	ATK	DEF	MND
10	11	1	11	0	25

TONIC5.52%

10 Mud Man

A figure made of mud, imbued with a tormented soul. This otherwise forgettable foe is noteworthy for being the only monster besides the Poison Worm to harbor no elemental strengths or weaknesses.

Buried Chamber



HP	EXP	SP	ATK	DEF	MND
20	8	1	12	0	0

11 Merman

Half fish, half man, and all monster. It hunts pretty near the water. A classic Castlevania adversary returns, unchanged.

Buried Chamber



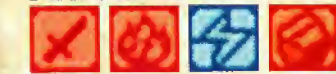
HP	EXP	SP	ATK	DEF	MND
35	13	1	14	0	0

MEUNIERS2.76%

12 Une

An eerie plant that feeds on blood. Clear this out with crouching strikes or wide weapons like great-swords and certain books.

Buried Chamber



HP	EXP	SP	ATK	DEF	MND
10	5	1	13	0	0

STRAWBERRY5.52%

13 Skull Archer

An archer made of bone. Their low-firing arrows are easy to leap over.

Buried Chamber. Great Stairway. Sandy Grave



HP	EXP	SP	ATK	DEF	MND
40	16	1	20	0	0

14 Ukoback

A burning demon who likes to play with fire. Down this little imp quickly, before he has time to place many fires.

Great Stairway



HP	EXP	SP	ATK	DEF	MND
16	19	2	16	0	0

15 Forneus

A demonic sea-creature from the oceans of the underworld. This strange, jellyfish-like floating demon presents a large, innocuous target.

City of Haze



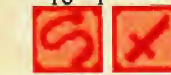
HP	EXP	SP	ATK	DEF	MND
44	13	1	14	0	0

PAELLA5.52%

16 Peeping Eye

A creature that keeps watch in the castle. His incredibly rare drop allows you to see breakable walls! Note the Peeping Eye's upgrade to polygons, then throw on the LUCK gear and break them apart.

City of Haze



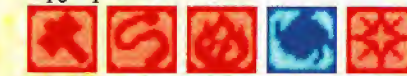
HP	EXP	SP	ATK	DEF	MND
21	15	1	15	0	10

EYE FOR DECAY0.69%

17 Skull Bartender

His Bloody Mary is to die for. Just ask Mary. It's very worth your while to stay your hand from slaying this fiend—our favorite in Portrait of Ruin—for just a second.

City of Haze



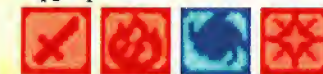
HP	EXP	SP	ATK	DEF	MND
50	20	2	15	0	0

TROPICAL SUNDAY9.12%

18 Wight

A powerful undead being, born from a rotting zombie. Kill many zombies in the City of Haze to trigger the appearance of two Wights. Be careful that you don't get too careless or worn down killing Zombies while waiting for Wights—none of these monsters are scary on their own, but when the Wights appear they are very fast, and some damage is probably inevitable.

City of Haze



HP	EXP	SP	ATK	DEF	MND
44	30	4	22	5	0

PONCHO13.81%

PENTERS NATURAL13.81%

19 Frozen Shade

A wraith that can freeze the air. Their magic icicles can be negated with just about any attack. Beware—even if the Frozen Shade is dispatched, icicles she's conjured will still attack.

Buried Chamber



HP	EXP	SP	ATK	DEF	MND
50	19	1	15	0	0

INUIT BOOTS5.52%

20 Andras

A demon who rides a wolf and carries a flaming sword. With less HP than it might seem, you can just rush forward and dispatch this demon before he ever has a chance to swing his blade.

City of Haze



HP	EXP	SP	ATK	DEF	MND
70	17	1	14	0	0

BIKER'S JACKET8.28%

FALCHION6.90%

21 Invisible Man

A magician who gained invisibility, but gave up his soul in return. He always arrives dressed in a coat and hat, before removing them. Kill him quickly before you lose track of his location.

Entrance. Buried Chamber



HP	EXP	SP	ATK	DEF	MND
75	32	2	18	0	0

MELON8.37%

22 Golem

A powerful golem created by infusing special stones with magical life. As a being made of stone, blades are ineffective, so put those swords and Subweapons away and break out the knuckles and maces.

Buried Chamber



HP	EXP	SP	ATK	DEF	MND
90	40	0	28	5	0

TOUGH RING4.14%

23 Persephone

The count's demonic maid. She seems to have bought a new vacuum cleaner. A favorite Dawn of Sorrow enemy, the spirited maid returns, trusty demon vacuum in tow. Be careful that Charlotte's skirt doesn't get caught in it!

Great Stairway. Sandy Grave



HP	EXP	SP	ATK	DEF	MND
60	35	2	22	0	0

FRILLY CAMISOLE5.52%

PUDDING BUCKET2.76%

24 Mimic

A creature that disguises itself as a treasure, then awaits its prey. Don't trust treasure in this game. It comes equipped with a set of fangs and a temper. Strike with a long-ranged weapon (like a spear or whip) to get its attention, then Backdash out of the swing's recovery to avoid the Mimic's counterattack. From here you can finish it off.

Great Stairway. Sandy Grave. Forgotten City



HP	EXP	SP	ATK	DEF	MND
99	38	2	38	0	0

ABALONE BROOCH5.52%

25 Larva

A spirit with the head of a man and the body of a worm. A lot easier to deal with than they look, simply strike them in the head with any attack to clear your way.

Entrance, Great Stairway, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
9	6	1	15	0	0

26 Leraffe

An evil hunter. Uses ricocheting bullets to kill from afar. An interesting enemy, who attacks you with a rifle and martial arts. Victory can mean the Ricochet Rock ability for Jonathan, incredibly powerful when mastered.

Great Stairway, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
72	42	2	28	0	0

AMETHYST CORSET8.28%

RICOCHET ROCK8.28%

27 Spittle Bone

A four-legged skeleton that crawls on walls. Take these out to avoid being knocked off a platform or out of a jump by their wall-hugging activities.

Entrance, Nation of Fools

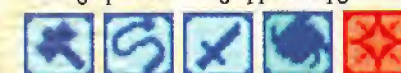


HP	EXP	SP	ATK	DEF	MND
10	33	1	18	0	0

28 Ghost

A small spirit doomed to wander the castle grounds for all eternity. Killing many of these in Sandy Grave can trigger the appearance of the Great Ghost. They also hold Charlotte's useful Summon Ghost spell.

Sandy Grave, Forgotten City



HP	EXP	SP	ATK	DEF	MND
8	9	1	19	15	0

SUMMON GHOST2.76%

29 Red Skeleton

A skeleton warrior that has absorbed blood. It can regenerate. Normally immortal, Red Skeletons can be killed for keeps with the Undead Killer whip, gained from Wind's "S Rank Hunter" quest.

Sandy Grave, Forgotten City



HP	EXP	SP	ATK	DEF	MND
1	127	5	32	0	0

30 Armor Knight

An armored zombie warrior who carries a spear. Watch out for these crafty knights, who can attack with a long spear from a variety of angles. Obtaining and mastering the subweapon they drop, Javelin, is essential to completing Wind's "The Spear of Legend" quest.

Sandy Grave, Nation of Fools, Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
60	48	3	28	0	0

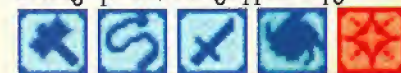
LONG SPEAR9.66%

JAVELIN8.28%

31 Ectoplasm

A substance created by souls who cannot find rest. These strange apparitions can Curse you on contact, very annoying. If only one character is Cursed, you can actually just swap them to secondary to avoid any ill effects while you wait for it to wear off naturally. Otherwise, you'll need the curative techniques that this very monster drops.

Sandy Grave, Forgotten City



HP	EXP	SP	ATK	DEF	MND
10	36	2	20	15	0

UNCURSE POTION6.90%

CURE CURSE5.52%

32 Bone Pillar

The skulls of dinosaurs, animated by a demonic force. Another classic villain, the Bone Pillars here come in groups of three, and usually with support in the forms of multiple other monsters. Use multi-hitting abilities and weapons with wide strike areas to hit multiple Bone Pillars at a time.

Sandy Grave



HP	EXP	SP	ATK	DEF	MND
100	23	1	27	12	0

33 Fleaman

A sinister little man who leaps about as if he were a flea. We all knew Fleamen were weak, quick, bouncy, and generally just annoying, but what we did NOT know is that they also love breakfast food. The whip's ability to dangle after a swing by holding the attack button is great on Fleamen, since even if you miss a swing you can then dangle the whip and fling it around to get rid of the Fleaman anyway.

Nest of Evil, Sandy Grave, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
15	19	1	29	0	0

FEDORA2.76%

PANCAKE1.38%

34 Great Armor

A heavily-armored knight who commands other armored warriors. The bigger they are, the harder they fall, especially true for the heavyweight foes in Portrait of Ruin. Multi-hitting spells and Subweapons hit them more often than their smaller monster cousins, spelling bad news for these bruisers and a boon for our heroes.

Great Stairway



HP	EXP	SP	ATK	DEF	MND
240	120	4	42	5	0

IRON PLATE5.52%

GREAT SWORD4.14%

35 Catoblepas

This ox-like beast's breath turns living things to stone. When this strange monster tenses up and readies its breath attack, Backdash or jump away and retaliate from beyond breath range, or wait for the attack to end before moving in again. If both Jonathan and Charlotte are stoned, wiggle the directional pad rapidly to break out. If only one of them is, simply use the other to attack the stone and break it.

Great Stairway



HP	EXP	SP	ATK	DEF	MND
120	60	2	31	5	0

MILK5.52%

TASTY MEAT2.76%

36 Slime

A creature made of a slimy gel. Resistant to physical attacks. Strangely, when these creatures are on level ground they are harder to attack than when they are on the ceiling or walls. Use weapons with large striking areas to hit them effectively. Some weapons, like whips, will miss even if you crouch.

Buried Chamber, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
20	45	2	26	10	0

37 Mummy

A mummified warrior, buried in a tomb to protect his king. Mummies rise from the ground mindlessly, like zombies, but can take a little more punishment before they go down again. Their drop offers a useful boost to Jonathan's LUCK.

Sandy Grave, Forgotten City



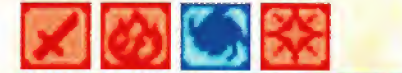
HP	EXP	SP	ATK	DEF	MND
64	24	1	25	0	0

STONE MASK2.76%

38 Dragon Zombie

A zombie dragon. It lost its magic, but has become mindlessly violent. Tweaked slightly, this could be a boss! Keep your distance and strike with long-range attacks and multi-hitting Subweapons and spells. The weapons this ancient dragon drops are excellent, if you are lucky enough to get them the first time you encounter it.

Buried Chamber



HP	EXP	SP	ATK	DEF	MND
350	150	5	29	0	0

GLADIUS6.90%

ZWEIHANDER5.52%

39 Killer Clown

A murderous clown who's popular at demon birthday parties. This old friend from Down of Sorrow holds one of the cards needed for Wind's "The Gambler" quest—appropriately, the Joker.

Nation of Fools



HP	EXP	SP	ATK	DEF	MND
110	65	2	31	0	0

JOKER7.59%

HAMBURGER6.21%

40 Coppella

An acrobat from hell that entertains demons. She's not especially subject to gravity, so expect to see this villainess in odd positions. She holds one of the cards needed for Wind's "The Gambler" quest.

Nation of Fools



HP	EXP	SP	ATK	DEF	MND
80	54	2	27	0	0

DIAMOND7.59%

CLOWN SHIRT6.21%



41 Hanged Bones

A skeleton that sways like a swing. You can actually use this monster as a moving platform. Of course, you can also kill it.

Nation of Fools



HP	EXP	SP	ATK	DEF	MND
80	10	1	25	0	0



42 Flying Skull

A skull that flies through the air. Much like the Ghost, Ectoplasm, and Larva, Flying Skull—serves mostly to annoy.

Entrance, Sandy Grave



HP	EXP	SP	ATK	DEF	MND
10	15	1	28	15	0

GLASSES.....5.52%



43 Sand Worm

An enormous worm that lurks in the ground to snare its prey. Attack it from afar with long-range attacks, to avoid sliding into its pit and taking damage. Don't be afraid to check its lair once you've vacated it!

Sandy Grave



HP	EXP	SP	ATK	DEF	MND
250	100	5	26	0	0



44 White Dragon

The bones of a long-necked dinosaur, animated by a demonic force. Beware the sporadic movements of this classic foe. The skull jerks randomly on the end of a long, bony neck, before striking quickly or shooting flames in wide arcs. Wait for a quick strike to retract before moving in, then use weapons that hit vertically like the Axe or Bible, to minimize misses.

Great Stairway, Sandy Grave, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
80	110	4	28	0	0



45 Amphisbaena

A double-headed snake. Its name means "able to move in both directions." The vulnerable part is woman-shaped upper body, which you can strike with long-range attacks.

Sandy Grave



HP	EXP	SP	ATK	DEF	MND
266	94	3	32	0	0

PEARL TIARA.....5.52%

RUBY CORSET.....5.52%



46 Elgiza

A guardian of treasure. The symbol of Egyptian royalty, the Uraeus, is the highest Luck boosting head piece Jonathan can wear. Stand back from this fiend and use attacks that stay active a long time, like powerful Subweapons and greatswords, to score many hits on this large enemy's body.

Sandy Grave, Forgotten City



HP	EXP	SP	ATK	DEF	MND
168	133	5	33	0	0

KALASIRIS.....5.52%

URAEUS.....4.14%



47 Great Ghost

An enormous phantom. Can be lured to appear by slaughtering Ghosts, and isn't much harder to dispatch, despite his girth. The subject of a Wind quest.

Sandy Grave



HP	EXP	SP	ATK	DEF	MND
66	240	9	44	13	0



48 Devil Wheel

A demonically-possessed wheel that is obsessed with speed. Beware of these in a few sloped sections, where Devil Wheels sometimes tumble without warning. Leap over them then strike from behind.

Sandy Grave, Forgotten City, Nation of Fools



HP	EXP	SP	ATK	DEF	MND
55	56	2	30	0	40

COFFEE.....6.90%



49 Crossbow Armor

An armored warrior equipped with a crossbow and exploding bolts. Watch out for this armor's explosive bolts. They're powerful, but at least he's slow to fire them. When he expires, beware the Crossbow Armor's last-gasp explosion!

Great Stairway, Tower of Death, Sandy Grave



HP	EXP	SP	ATK	DEF	MND
111	95	3	27	0	0

SILVER PLATE.....4.14%

CROSSBOW.....2.76%



50 Lilith

An enchanting demon who deludes her victims with mystifying beauty. As the mother of all Succubi, it appears she's left Adam to pursue other interests...When you attack, she will frequently backdash to avoid the hit. Attack from the longest range possible to avoid this.

Entrance, Great Stairway



HP	EXP	SP	ATK	DEF	MND
83	76	2	31	0	50

SILENT SANDALS.....4.14%

LILITH CORSET.....2.76%



51 Skeleton Flail

A skeleton warrior armed with a flail. Watch out, this enemy is as likely to hit you with his quick movements as he is with his flail. Use long-range weapons to strike him without worry that he'll simply step forward into you.

Great Stairway, Tower of Death



HP	EXP	SP	ATK	DEF	MND
80	75	2	32	0	0

MORNING STAR.....5.52%



52 Skeleton Gunman

A skeleton warrior armed with an old musket. After they've fired, the skeletal marksmen will have to reload. During this time, striking them is easy.

Great Stairway, Tower of Death



HP	EXP	SP	ATK	DEF	MND
50	54	2	33	0	0

SUMMON GUNMAN.....2.07%



53 Hill Guard

An armored warrior who specializes in fighting on uneven ground. The target of Wind's "Defender of the Stairs" quest, this enemy dances back and forth along stairs, lunging forward to swing occasionally. A strike each from Jonathan and Charlotte is usually enough to deal with them without worry.

Entrance, Great Stairway, Tower of Death



HP	EXP	SP	ATK	DEF	MND
60	77	2	31	15	0

GLADIUS.....5.52%

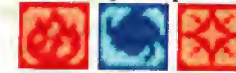
IRON HELMET.....2.76%



54 Imp

A tiny demon who loves mischief. This bizarre little devil tries to swoop into you to deal damage. Well, that's whenever he isn't taking control of you and forcing you to swing endlessly, or taking control of you and running you out of the room you're in, etc. Take them out with wide-hitting attacks like the Bible, Kunai, or Nebula before they get too pesky.

Tower of Death, Dark Academy



HP	EXP	SP	ATK	DEF	MND
33	44	1	32	0	30

TRIDENT.....4.14%



55 Harpy

A vicious bird-like creature with the head and torso of a woman. Take her down quickly with abilities like Axe and Raging Fire that hit hard and upward. Let her live too long, and she'll get in your hair with feather projectiles.

Tower of Death, Nation of Fools, Forest of Doom



HP	EXP	SP	ATK	DEF	MND
120	113	3	35	0	0

PENNE ARRABIATA.....5.52%



56 Corpseweed

A grown One that bears the face of the human it fed on. What looks like an One initially is a bit more grotesque. This cheerful foe is easily dispatched with a few hits from any large weapon.

Sandy Grave, Forest of Doom



HP	EXP	SP	ATK	DEF	MND
148	53	2	36	0	0

ORCHID CORSAGE.....5.52%

57 Medusa Head

A monster created in great numbers from the head of Medusa. Blue Medusa Heads are rather innocent, serving mostly to annoy you in sections lined in spikes. Red Medusa Heads are a bit more threatening, as they Stone your characters on contact. Be careful when making jumps around either variety, and use abilities like Stone Circle to make them a non-issue.

Tower of Death. Nation of Fools. Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
1	1	1	38	0	0

MEDUSA WHIP 1.38%

SUMMON MEDUSA 1.38%

58 Skelerang

A skeleton that expertly hurls boomerangs. This enemy, once it realizes you're there, has a stunning range that is screens long. Hunt down the source of the boomerangs when you see them and take it down to remove the problem. The Skelerangs don't move.

Great Stairway. Forest of Doom



HP	EXP	SP	ATK	DEF	MND
81	77	2	27	0	0

BOOMERANG 9.66%

59 Galbon

A demonic knight who serves Death. It can spit fire while flying. This classic Super Castlevania IV boss returns, considerably weakened in the transfer. A few hits will take him down.

Tower of Death



HP	EXP	SP	ATK	DEF	MND
216	188	4	42	0	30

60 Slogra

A demonic knight who serves Death. It fights on the ground with a spear. Another Super Castlevania IV boss, Slogra initially pokes from long range with a spear. Once he's taken enough damage, he'll reel and lose the spear, then he will attack again sans weapon. You essentially have to defeat him twice.

Tower of Death



HP	EXP	SP	ATK	DEF	MND
208	188	4	42	20	0

COUSE 5.52%

61 Flying Armor

A sinister cape-clad figure who flies through the air wielding his swords. When you initially encounter this ninja-like figure he'll be fairly difficult. It's still worth pursuing his drop, though—Heaven's Sword, one of the more unique weapons in the game.

Nation of Fools



HP	EXP	SP	ATK	DEF	MND
112	163	4	30	0	0

HEAVEN'S SWORD 2.76%

62 Blue Crow

The spirit of a crow that continues to fly, even after death. Swoops back and forth to harass you. Subweapons that cover a large area work the best, as the crow will often fly under weapon strikes.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
13	34	1	27	0	0

63 Frog

A frog of ill omen. Think Fleamen, but slower, and amphibian.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
5	16	1	29	0	0

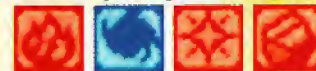
1000 YEAR EGG 4.14%

SUMMON FROG 3.45%

64 Killer Doll

A cursed doll that wanders in search of living flesh. A few well-placed strikes will take these floating mannequins down before they get too active.

Tower of Death. Forest of Doom



HP	EXP	SP	ATK	DEF	MND
90	87	2	35	0	0

65 Killer Bee

A bee with a stinger that can easily pierce and kill. Like most of the game's airborne enemies, one strike from anything is all it takes.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
1	8	1	37	0	0

66 Dogeſher

A magical being created by a forbidden spell. Not instantly visible, Dogeſher will teleport into the region from another dimension before attacking. Leap to strike or use Subweapons like the Axe.

Nest of Evil. Forest of Doom



HP	EXP	SP	ATK	DEF	MND
144	157	4	46	10	0

MONOCLE 3.45%

STONE CIRCLE 2.76%

67 Bee Hive

A hive of killer bees. Highly prized among demons as a delicacy. Covered in beees! Disturbing the busy bees becomes necessary to clear Wind's "Build Your Strength 1" quest. Bust the hives until you get one of them for your own.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
288	118	3	45	0	0

BEEHIVE 2.76%

68 Moldy Corpse

A human consumed by evil after eating a cursed mushroom. These recheid things have something you'll need for Wind's "Poison vs. Poison" quest.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
112	95	3	32	0	0

AMANITA 4.14%

MUSHROOM 2.76%

69 Tombstone

A gravestone that rattles around violently. Like Mirmics, beware sudden lateral movements that can hit you. Swing from range then Backdash away.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
30	114	4	37	20	0

70 Treant

An ancient tree animated by a malevolent will. Items like Agni's Flame and abilities like Raging Fire will predictably scorch this angry tree.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
340	205	5	50	0	0

CLUB 9.66%

71 Red Axe Armor

An armored warrior powered by blood. It cannot be killed. That is, unless you clear Wind's "S Rank Hunter" quest and obtain the Undead Killer! Collect their Magical Tickets for free trips back to Vincent.

13th Street. Forest of Doom



HP	EXP	SP	ATK	DEF	MND
63	255	12	58	0	0

MAGICAL TICKET 2.76%

72 Maneating Plant

A carnivorous plant that grew and developed a taste for human flesh. Strike these in the cluster of petals that makes up the head, and beware their jerky movements and projectiles.

Forest of Doom



HP	EXP	SP	ATK	DEF	MND
191	164	3	49	0	0

ROSE STEM WHIP 6.90%

73 Skeleton Blaze

An elite skeleton warrior armed with two swords. This crafty fighter will usually duck right when he gets in range, causing your swings to miss. Then he'll leap or dash in. Compensate by hesitating and hitting low, or using Subweapons and Spells.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
180	193	4	53	0	0

KATAR.....5.52%

SLICK BOOTS.....2.76%

74 Razor Bat

A bat that attacks with razor-sharp blades. The long range of the sword these bats wield can make it difficult to hit the bats without taking damage. Use long-range attacks on the bat (or try Milican's Sword or Summon Medusa, for something interesting!).

Master's Keep



HP	EXP	SP	ATK	DEF	MND
50	80	3	44	0	0

RAHAB'S FROST.....2.76%

75 Wyvern

A winged beast related to dragons. It's strange that this challenging enemy has no drops. The Wyvern flaps around the room, spewing flaming projectiles and using its body as a threat. Don't waste time and overwhelm it with Subweapons and attacks before it gets going.

Master's Keep, Nest of Evil



HP	EXP	SP	ATK	DEF	MND
293	229	5	52	0	0

76 Malachi

A pagan being from ancient times who strikes fear in anyone near him. Like the Wyvern, Malachi can put a lot of pain onscreen if you give him the chance. Rush him with Subweapons and Critical Arts and push him down before he gets the chance to use his dark arts.

Master's Keep



HP	EXP	SP	ATK	DEF	MND
444	333	6	56	0	0

SKULL MASK.....3.45%

NIGHTMARE.....2.76%

77 SpIn Devil

An evil blade possessed by a demented demon. Strike the skull portion of this demon to deal damage.

Master's Keep



HP	EXP	SP	ATK	DEF	MND
99	100	2	51	0	0

78 Succubus

A demon that assumes the form of a beautiful maiden to drain vitality. Obtaining Europa's Dress is a very worthwhile endeavor for Charlotte's wardrobe. Much like Lilith, this demon will slowly move forward to suck out your soul, and will dash back to avoid your attacks.

Master's Keep



HP	EXP	SP	ATK	DEF	MND
185	191	5	52	0	50

EUROPA'S DRESS.....3.45%

SUCCUBUS BOOTS.....2.07%

79 Flame Demon

A fire-wielding demon born in the molten pits of the underworld. Deal heavy damage to this demon with Rahab's Frost, or abilities like Ice Needles and Ice Fang. Watch out for the fireballs he throws.

Master's Keep, Forgotten City



HP	EXP	SP	ATK	DEF	MND
222	244	6	55	0	50

AGNI'S FLAME.....2.76%

80 Dead Crusader

A zombie warrior bearing a sturdy shield. This seasoned fighter will block most of what you do, especially if it's just normal swings up close. You either have to catch this warrior unawares from long range, or try to bait him into swinging and hitting him while he can't retaliate.

Master's Keep



HP	EXP	SP	ATK	DEF	MND
99	150	6	51	0	0

IMPERVIOUS MAIL.....1.38%

81 Heavy Armor

An armored zombie warrior with great strength; he swings a steel ball. This warrior is very powerful and intimidating, but if you don't hesitate and rush in for the kill right away, you can usually down this baddie before he finishes his first swing.

Nest of Evil, 13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
299	310	8	56	20	0

WRECKING BALL.....4.14%

HEAVY ARMOR.....2.07%

82 Malphas

A black demon that is accompanied by crows. Defeat the prince of hell quickly before he becomes an actual threat. If you let him get started, he'll quickly start striking entire halves of the screen with feather attacks, making it very hard to avoid damage.

Nest of Evil, 13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
666	573	12	59	0	0

83 Final Guard

An elite warrior chosen to guard key areas in the castle. Don't be daunted by Final Guard's incredible defense. Overwhelm him with quick hits and attacks that hit multiple times.

Master's Keep, Nest of Evil, 13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
50	500	15	75	175	175

DEFENSIVE FORM.....3.45%

FINAL SWORD.....1.38%

84 Glasya Labolas

A demonic dog with large, powerful wings. Strike him and dash back quickly to avoid a counterattack from this boxer-faced mutant.

Great Stairway



HP	EXP	SP	ATK	DEF	MND
155	83	3	29	0	0

ACIDIC BUBBLES.....8.28%

HOT DOG.....6.90%

85 Ghoul

A foul creature that feeds on the flesh of the dead. Kill many Ghouls in 13th Street to trigger the appearance of the Ghoul King.

13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
99	13	1	55	0	0

COMBAT FATIGUES.....2.07%

86 Ruler's Sword

A sword controlled by an evil will. Causes poltergeist phenomena. This old favorite from Symphony of the Night surrounds itself with swords that strike and shields that block many attacks. Bosh apart a path to the green 'master' sword and strike it hard.

Master's Keep, Nest of Evil, Dark Academy



HP	EXP	SP	ATK	DEF	MND
300	400	13	60	20	0

JAGDPLAUTE.....4.14%

DRAGON SLAYER.....2.76%

87 Witch

A spellcaster who rides an enchanted broomstick. If you obtain the drop early, the Traveler's Hat has particularly good stats for Charlotte. Note the witch's hat on the cat as it runs away.

Forest of Doom, Dark Academy



HP	EXP	SP	ATK	DEF	MND
106	124	6	54	0	50

TRAVELER'S HAT.....5.52%

ASTRAL BROOCH.....2.76%

88 Skeleton Tree

A skeleton that grows like a tree. Like the Hanging Bone, you can use this as a platform of sorts, if you choose not to destroy it.

Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
150	58	3	51	0	0

89 Buster Armor

An armored warrior who specializes in long-range attacks. Avoid or slap away his powerful homing projectiles, and avoid the suit going critical as he expires!

Nest of Evil, 13th Street, Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
288	330	9	55	0	0

GOLD PLATE.....1.38%

90 Armored Fleaman

A little Fleaman armed with an axe and protected by armor. After you've demolished the armor, a normal Fleaman pops out!

Nest of Evil, Forgotten City

HP	EXP	SP	ATK	DEF	MND
80	125	4	50	0	0

BHUJ.....2.07%

BERSERKER.....1.38%

91 Amalaric Sniper

A fallen angel who is now a fearsome archer. One of the game's few Holy enemies, many of the best weapons become lackluster on these angelic snipers. Switch to Dark weapons like the Jet-Black Whip and the Book of Death. This is actually one enemy that gives a purpose to Dark Rift.

Nest of Evil, 13th Street



HP	EXP	SP	ATK	DEF	MND
179	218	8	52	0	40

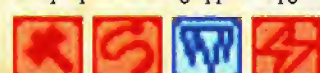
PUDDING.....2.07%

BLESSED ANKH.....1.38%

92 Old Axe Armor

A veteran zombie warrior wearing antique armor. Don't be shy with your weapons around these experienced fighters—unlocking a special game mode requires you kill 1000 of them! They dash back and forth quickly in addition to throwing their axes like other armors, so watch for that.

Nest of Evil, Forgotten City, Burnt Paradise, Dark Academy



HP	EXP	SP	ATK	DEF	MND
145	156	0	64	30	0

VOULGE.....1.38%

ANCIENT ARMOR.....0.69%

93 Gorgon

A monstrous bull that breathes clouds of toxic gas. The Gorgon's perfectly prepared New York Steak is needed to complete Wind's "Build Your Strength 2" quest. Watch his for stone breath, which operates like Catoblepas's.

Forgotten City, Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
295	187	6	60	50	0

NEW YORK STEAK.....2.07%

MIRROR CUIRASS.....1.38%

94 Jack O'Bones

A skeleton who specializes in throwing attacks. The most experienced boneslinger, this quick fiend will fill the screen with bouncing bones if you let him.

Nest of Evil, 13th Street, Forgotten City, Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
100	114	5	62	0	0

SPOILED MILK.....3.45%

ADRENALINE GEAR.....1.38%

95 Tanjelly

A poisonous creature made of a slimy gel. Resistant to physical attacks. Don't let this flashing slime touch you—it poisons on contact. Use long-range attacks or weapons that cover a large area to avoid missing.

Forgotten City, Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
155	201	5	56	50	0

96 Dead Warrior

A dead knight whose spirit still lusts for battle. Despite the unusually low droprate, it's very worth your while to make Dead Warriors more dead until you get a Samurai Plate. These creatures run back and forth along a set path, making it easy to just stand on the edge of their route and hit them from complete safety.

Nest of Evil, 13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
210	193	6	51	0	0

SAMURAI PLATE.....2.07%

97 Toad

The result of a demonic ritual gone wrong. A bloated blood cousin of the Frog and spiritual cousin of the Fleaman, the Toad is slower than either. Perhaps it's because they're filled with Japanese confectionary?

Dark Academy



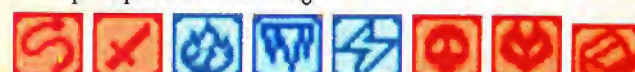
HP	EXP	SP	ATK	DEF	MND
30	34	3	38	0	0

PIYOKO.....4.83%

98 Allorumnas

Witches banished by the Gothic king Filmer. These mages float around and cast surprisingly powerful magic that can be difficult to avoid. Don't let them stick around long enough to get started. They drop a useful INT-boosting bodypiece for Charlotte.

13th Street, Dark Academy



HP	EXP	SP	ATK	DEF	MND
196	212	6	55	0	60

DALMATICA.....2.76%

99 Dodo

An extremely rare bird. It is rather cowardly, and runs away quickly. Use quick Subweapons to dispatch the Dodo before it runs away! Its defeat is required by Wind's "Find the King of Birds" quest.

Forgotten City



HP	EXP	SP	ATK	DEF	MND
100	365	30	51	0	0

FRIED CHICKEN.....13.81%

HEART BROOCH.....6.90%

100 Vice Beetle

An insect with crushingly powerful jaws. Crawls on the ceiling. Be careful of the gasses these beetles often emit. It will poison you, causing damage over time and huge stat penalties.

Nest of Evil, Burnt Paradise

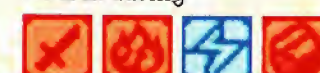


HP	EXP	SP	ATK	DEF	MND
30	64	3	57	0	0

101 Alura Une

An Une fattened with copious pools of blood. The game's most grounded enemy is also weak to both the power of good and the element of flame. Holy Water, it's your time to shine. Ignore and avoid the special Unes she sends out, and focus your attacks on the core.

Dark Academy



HP	EXP	SP	ATK	DEF	MND
573	440	11	58	0	0

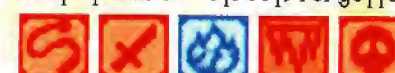
ROSE CORSAGE.....5.52%

MUSE'S TIARA.....3.45%

102 Lightkeeper

A demon who lights magical torches on graves. It can be hard to avoid getting hit against this diminutive creature, who can send flamewaves along the ground in addition to filling the air with fiery projectiles. Jump over the waves if he sends them and strike between his attacks.

Nest of Evil, 13th Street, Forgotten City, Dark Academy

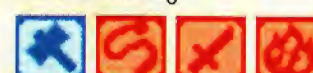


HP	EXP	SP	ATK	DEF	MND
220	250	8	49	0	0

103 Black Crow

An evil crow that has developed a taste for human flesh. Much like the Blue Crow and Bat, this avian nuisance often blends in with the scenery before swooping in and under you.

Dark Academy



HP	EXP	SP	ATK	DEF	MND
33	69	1	36	0	0

SUMMON CROW.....5.52%

104 Mandragora

Those who hear its scream know madness. Uh-oh! These look like Unes at first, before sprouting from the ground, screaming, and exploding. Unless you want the EXP you can simply stand back and let them explode, since these angry onionmen drop nothing for you.

Dark Academy



P	EXP	SP	ATK	DEF	MND
190	150	5	53	0	0

105 Wakwak Tree

A nasty tree that produces Fleamen. This tree requires many whacks upon its three different branches to defeat. As you'd expect, fire attacks work wonders. For an interesting curiosity, stand in the middle of a Wakwak Tree and cast Dark Rift.

Dark Academy

HP	EXP	SP	ATK	DEF	MND	
550	185	5	55	30	0	
GRAPES.....						5.52%

106 Guillotiner

A demon who has executed countless victims in its bloody guillotine. These beast's two halves serve as one whole, clamping down to bisect targets in between. Make sure that isn't you and strike either half until both expire.

Nest of Evil. Burnt Paradise

HP	EXP	SP	ATK	DEF	MND	
213	223	6	58	0	50	

107 Nyx

The master of night. Watch out for the naughty nurse's syringe, her venom will poison you! Nyx holds one of the cards needed for Wind's "The Gambler" quest.

Nest of Evil. 13th Street

HP	EXP	SP	ATK	DEF	MND	
160	206	6	49	0	0	
HEART.....						8.28%
PRINCESS COAT.....						1.38%

108 Minotaur

A creature with the head of a bull and the body of a man. An excellent farming target, Minotaurs offer a ton of EXP and SP, along with dropping two extremely useful and valuable items! He can be a mild challenge, though. Watch for his leaping attack, his stone breath, and his lunging strikes.

Nest of Evil. Burnt Paradise. Dark Academy

HP	EXP	SP	ATK	DEF	MND	
354	414	10	60	20	0	
BULLOVA.....						5.52%
HERCULES RING.....						2.76%

109 Mothman

Half moth, half man—he sprinkles poisonous dust wherever he goes. Avoid the Mothman's poisonous gas! Strike it quickly before it can blanket the area in poison spores.

Nest of Evil. 13th Street

HP	EXP	SP	ATK	DEF	MND	
80	125	7	53	0	0	

110 Laura

Carmilla's servant. Chase down this femme fatale and take her down quickly. Like Lilith, she will often dodge attacks, but Laura also strikes back.

Forgotten City

HP	EXP	SP	ATK	DEF	MND	
415	320	10	59	0	0	
COCKTAIL DRESS.....						3.45%
MIDNIGHT TIARA.....						2.07%

111 Yorick

A skeleton that ceaselessly chases its own skull. This fellow of infinite jest, of most excellent fancy, holds one of the cards needed for Wind's "The Gambler" quest.

Nest of Evil. Forgotten City. Burnt Paradise

HP	EXP	SP	ATK	DEF	MND	
110	151	6	63	0	0	
SPADE.....						6.90%

112 Dragonfly

An insect that spits burning liquid. By the time you meet the Dragonflies, their HP should be something you can take care of in one hit from either character. Jump and strike them down before they have a chance to shoot projectiles at you.

Nest of Evil. Dark Academy

HP	EXP	SP	ATK	DEF	MND	
40	115	5	40	0	0	

113 Quetzalcoatl

A reincarnation of the ancient snake god. This bony favorite and its otherworldly jockey bounce around the room seemingly randomly, causing damage when they actually run into you. Strike the skull to break the entire creature apart.

Nest of Evil. Forgotten City

HP	EXP	SP	ATK	DEF	MND	
128	228	9	55	0	0	

114 Ripper

A fiend who takes great pleasure in slaughtering people with knives. Goodbye, Porkpie Hat. This cousin of the Fleaman throws surprisingly damaging knives as he hops around. Use Subweapons or the Nebula whip to strike them, and use Clear Skies if you want reprieve from their knife onslaught.

Nest of Evil. 13th Street. Burnt Paradise

HP	EXP	SP	ATK	DEF	MND	
80	127	2	62	0	0	
PORKPIE HAT.....						2.76%
SPICY SHRIMP.....						2.76%

115 Poison Worm

An enormous worm, poisonous to the touch. Like the Sand Worm, attack from a distance to avoid being struck by this overgrown worm. This one will poison you.

Forgotten City

HP	EXP	SP	ATK	DEF	MND	
1200	800	25	66	0	0	

116 Ghost Dancer

The spirits of nobles; they dance endlessly in aristocratic abandon. Beware, these apparitions often waltz back and forth around platforms requiring touchy jumps. Strike either dancer until both leave the dance floor forever.

13th Street

HP	EXP	SP	ATK	DEF	MND	
55	125	6	53	30	0	
BALLROOM MASQUE.....						4.83%
TEA.....						3.45%

117 Demon Head

An ancient devil that only has a face and six wings. This strange creature appears from the ether and is easy to dispatch by striking him as he begins moving. Fresh roses are the opposite of what Demon Head's loot smells like.

Nest of Evil. Forgotten City. Dark Academy

HP	EXP	SP	ATK	DEF	MND	
199	266	11	56	0	33	
ROTTEN DURIAN.....						4.14%

118 Lesser Demon

A demon who wields powerful magic. Endure a delightfully low drop rate to take from these demons a ring needed for Wind's "Overcome the Curse" quest. They lumber forward slowly, but they can leap and create fireballs, as well.

Nest of Evil. Forgotten City. Dark Academy

HP	EXP	SP	ATK	DEF	MND	
166	199	7	54	0	30	
SKULL RING.....						1.38%

119 Ghoul King

The rarely-seen king of the ghouls. Appears when all the Ghouls in an area in 13th Street are vanquished. Beware his eerie speed, a gear change from the plodding pace of the Ghouls.

13th Street

HP	EXP	SP	ATK	DEF	MND	
444	291	15	82	0	0	
SURCOAT.....						8.28%
ROYAL CROWN.....						5.52%

120 Vapula

A demon with a lion's body and a griffon's wings. Strike these resilient beasts from afar with Subweapons and magic. Getting close usually means getting tackled.

Nest of Evil. 13th Street. Dark Academy

HP	EXP	SP	ATK	DEF	MND	
420	396	12	77	0	0	
HEX.....						8.28%



I21 Iron Golem

A golem imbued with a powerful magic spell. This creature's defense can render a conventional assault useless; switch to quick attacks and attacks that strike multiple times.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
999	500	20	144	150	150

PLATINUM LEGGINGS.....4.14%

PLATINUM PLATE.....2.76%



I22 Double Axe Armor

An elite Axe Armor warrior who wields two axes with deadly precision. These elite warriors can be incredibly annoying in groups, creating lots of problems for our heroes. Respect their range and speed, and go at them full-force before they can fill the screen with too many axes.

Nest of Evil. Burnt Paradise



HP	EXP	SP	ATK	DEF	MND
191	287	14	80	0	0

BERSERKER MAIL.....1.38%

SUPER POTION.....1.38%



I23 Demon

An inhabitant of hell, set free by dark magic. This cousin of the Flame Demon appears through a dark gate, then swoops in and out of the top of the screen while spewing fireballs. Strike it as it swoops down and makes itself vulnerable.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
666	666	16	82	0	50

SUPER TONIC.....2.76%



I24 Bone Ark

A mobile Bone Pillar. Considered an innovative breakthrough. Beware the explosive ball of light the Bone Ark generates. Getting nailed by it means heavy damage. Avoid the explosions and attack the firing mechanism itself between valleys.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
500	354	15	120	0	0



I25 Skeleton Farmer

A skeleton with a green thumb. Even hell could use a plant here and there. Like the Alura Une, this Johnny Applesseed from the underworld throws out seeds that sprout into Unes striking upward. Unlike Alura Une, this farmer is heavily mobile and will jump around, making the whole screen a danger zone. Use ranged abilities to take him out.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
439	590	18	119	0	0

RICE BALL.....4.83%



I26 Alastor

A sword possessed by the souls of slain warriors, driven by revenge. The ethereal warrior may be invincible, but the sword itself is not. Strike the sword several times, until it crumbles to dust. If you're lucky, you'll snag the sword with the highest attack rating.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
512	512	25	130	30	0

DAMASCUS SWORD.....2.76%



I27 Gold Skeleton

A skeleton made of a hard, unknown material similar to gold. This elite Skeleton is very powerful and throws bones many times faster than any normal bag of bones. As with many enemies that are actually capable of giving you significant grief, skirt this problem by killing it the second it shows up onscreen. Against groups of these skeletons, just Dual Crush (or use Cocytus or Salamander) and save yourself a lot of trouble.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
255	255	18	110	200	200

GOLD RING.....1.38%



I28 Cave Troll

A blood-sucking beast that extracts the entrails of cows with its tongue. Beware the Cave Troll's frightening and unexpected power! No enemy in Portrait of Ruin will take you from full life to no life more quickly. Strike from max range and then backdash, which will almost always cause the Cave Troll to jump. Finish it when it lands. If you are ever near a Cave Troll for very long, you will become well-acquainted with the Game Over screen.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
320	414	21	120	20	0

JAMON IBERICO.....6.21%

PEKING DUCK.....5.52%



I29 Amducias

A demon in the form of a unicorn. One of the best musicians in hell. Strong enough to be a boss, this rocket dashes back and forth, like a faster, more hip version of Behemoth. By now you're strong enough to put a Subweapon or two onscreen while attacking and using Critical Arts, and a couple valleys of all that pushes Amducias down nicely.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
1999	1280	33	120	0	0

THOR'S BELLOW.....6.90%

RECORD 4.....6.90%



I30 Balore

A demon whose very gaze induces terror. This boss from Dawn of Sorrow has a variety of attacks. He can punch horizontally or vertically with his massive fist, which you can actually use as a platform. He can also fire a massive beam with nearly no warning. The best way to attack him is ducking point-blank in his face, hitting him with as many attacks as possible. You'll occasionally be forced to move from this position, voluntarily or not, by his fist.

Nest of Evil. Boss Rush I



HP	EXP	SP	ATK	DEF	MND
3000	2000	40	60	0	30



I31 Gergoth

A once-gentle beast, warped by magic and driven mad by imprisonment. Didn't miss Gergoth? Neither did we. But he missed all of us, and you'll meet him again in the Nest of Evil, attempting to clear Wind's "Kill Gergoth" quest. Remember your Blank Book!

Nest of Evil. Boss Rush I



HP	EXP	SP	ATK	DEF	MND
3800	2500	50	80	30	0



I32 Zephyr

A demon who has mastery over time. This boss from Dawn of Sorrow bounces from the floor to the ceiling and back, throwing daggers and slashing with a clawed hand. Slide under his ceiling drops, which avoids the projectile also, and strike him whenever he's nearby. When he flashes briefly, stay your hand for a second—if you strike him just after one of these flashes, he will freeze time and hit you.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
3210	3210	60	89	30	0



I33 Aguni

A primitive god of fire, captured by Dracula's magic. Another Dawn denizen, the Aguni can be tough until you recognize its patterns. Occasionally, it will swoop back and forth three times; simply duck to avoid this. It will also sometimes slash downward with its hand three times. Moving in either direction during the time of each slash is enough to make them miss, just stay moving and don't get cornered. Apart from that, Aguni will sometimes fly upward, then drop on top of you, creating a wall of fire—run out from under him, then leap over the fire. The same is true of his occasionally fireball strikes. He doesn't spit the fireballs at you, rather he shoots them at the ground where they create walls of fire you must leap over. Leap over each wall, and strike at Aguni's hand. If you are quick, you can double-jump and strike again each time, or toss a Subweapon as well. In general, Aguni fills up too much of the screen with damage to make having your partner active worthwhile.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
4000	3500	70	99	30	0



I34 Abaddon

A master of pestilent locusts from the deep abyss of the underworld. Everyone missed Abaddon as well, yes? This crazed conductor directs clouds of locusts around the screen to eviscerate you. Watch his motions carefully—the locusts follow the patterns he draws in the air. With careful jumps and use of the Griffon Wing jump ability, you can avoid most damage from the insect waves. In between attacks, strike hard at Abaddon using Critical Arts and Subweapons. Like Aguni, Abaddon's damage is too rough to keep your partner out all the time.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
5000	4000	50	120	0	44

RECORD 3.....34.53%



I35 Doppelganger

A demon who assumes the form of its intended victims before killing them. A mirror image of Charlotte or Jonathan, it will use whatever you were equipped with when you enter its lair. This can work for and against you; entering equipped with no weapons, spells, or Subweapons is a far different experience from entering equipped with Alucard's Spear and Kunai!

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
2000	2000	99	130	30	0



I36 Fake Trevor

A zombie disguised as Trevor Belmont. It's time to put your Bible, Cross, Holy Water, and ultimate Holy weapons away for a harsh encounter with one of the game's only Holy resistant enemies, a Doppelganger of Castlevania 3's hero! Fake Trevor's whip and tackles strike hard, so avoid attacking him directly, especially when his friends are still alive.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
3800	3000	60	110	50	0

CURRY.....34.53%

137 Fake Grant

A zombie disguised as Grant DaNasty. A Doppelganger of Castlevania 3's acrobatic thief has arrived as well. He's not particularly aggressive, but watch for him to spring from the floor to ceiling and back. For the most part it's safe to ignore him and focus on the other foes first.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
3500	3000	60	100	0	0
RAMEN NOODLES34.53%					

138 Fake Sypha

A zombie disguised as Sypha Belnades. Castlevania 3's mage was duplicated as well, and shows up here resistant to many spell effects. Use slashing abilities to strike at the air.

Nest of Evil



HP	EXP	SP	ATK	DEF	MND
3200	3000	60	90	0	80
MINT SUNDAE34.53%					

139 Dullahan

A beheaded knight who carries his severed head. Avoid this creature's overpowering attacks and strike its body. It's probably best to send your partner away, especially during its projectile attacks.

City of Haze. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
600	500	40	25	0	0

140 Behemoth

A beast who rebelled against heaven; it fought on even after it was killed. The beast that bashed beams into bits to bite you is back as a boss. There are platforms on either side to assist you in getting over him when he rushes on the ground. Avoid his revoltingly massive tongue when fighting on ground level.

Entrance. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
800	1000	45	36	0	0

141 Keremet

A demon that lives in small, enclosed spaces. Keremet lives in a bubbling pot, and is probably very grouchy. He certainly looks the part, only letting his face appear to frown, and vomit out toxic waste. Slash at his face and avoid striking the balls he throws, which explode like acid pinatas when struck.

Great Stairway. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
666	2000	50	39	0	0

142 Astarie

A woman of irresistible beauty. No man can defy her will. Except for men equipped with 1,000 Knives. If you let the fight go on for very long, she will charm Jonathan and make it very difficult. Charlotte, her muscle turned against her, is forced to lean on her offensive skills against an enemy resistant to most magic. If you want to fight, equip Charlotte with a weapon that has a melee element (like the Tormes of Arms) and strike Astarie while avoiding Jonathan's attacks. Or, you can drop into the room, do 1,000 Knives, and call it a day.

Sandy Grave. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
1500	3000	50	48	0	50

143 Legion

The one who is many. This horrifying gibbering collection of squirming corpses returns, with a laser-equipped core. Bash your way to the center and strike the heart, but avoid the zombies on the ground and the laser eyes that appear whenever you clear a section of corpses.

Nation of Fools. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
2000	4000	50	51	0	0

144 Dagon

A creature of the swamp. You can double-jump indefinitely in the water, invaluable in this fight. Whenever he sucks all the water from the room, strike his head until he begins to refill the room, then continually double-jump upon the rising liquid to avoid damage from the high-pressure jet.

Forest of Doom. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
1800	6000	55	60	0	20

145 Death

Dracula's confidant.

Tower of Death. Master's Keep. Boss Rush 3



HP	EXP	SP	ATK	DEF	MND
4444	0	0	66	0	70

146 Stella

Loretta's twin sister. She's a skilled swordmaster.

Tower of Death. Master's Keep. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
2500	0	0	102	60	0

147 Loretta

Stella's twin sister. She's a powerful witch.

Master's Keep. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
2500	0	0	102	0	60

148 Brauner

An artist who became a vampire and renounced humanity.

Master's Keep. Boss Rush 2



HP	EXP	SP	ATK	DEF	MND
6000	0	0	93	44	66

149 The Creature

An artificial being created by a mad scientist. This bruiser is one of the offensive powerhouses in Portrait of Ruin. Equipped with a rocket launcher, machine guns, and a megaton punch, The Creature can bring the pain. Avoid his rockets, leaps, and punches while striking him, and don't be afraid to use a Dual Crush like Divine Storm to negate all his bullets.

Nest of Evil. Dark Academy. Boss Rush 3



HP	EXP	SP	ATK	DEF	MND
4000	5000	60	100	25	0

150 Werewolf

A cursed man who transforms into a ferocious beast when the moon is full. Mostly bark and no bite, this fiend attacks along the ground and in the air, but is easily dispatched through coordination of strong Subweapons and spells with Critical Arts. There's no reason to hold back on MP when the boss orb you get at the end will refill it!

13th Street. Boss Rush 3

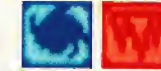


HP	EXP	SP	ATK	DEF	MND
4500	6000	60	110	0	0

151 Medusa

A monster who turns her victims to stone. One of three Gorgon sisters. Her petrifying ray does nothing if you're facing the other direction. Beware her Medusa Head swarms and her snake form!

Burnt Paradise. Boss Rush 3



HP	EXP	SP	ATK	DEF	MND
3500	6000	60	120	0	30

152 Mummy Man

A member of a royal family who became a mummy in search of everlasting life. Like Astarie, this grounded enemy is extremely susceptible to 1,000 Knives.

Forgotten City. Boss Rush 3



HP	EXP	SP	ATK	DEF	MND
4500	5000	60	100	0	50

153 Whip's Memory

A memory of the last Belmont to wield the Vampire Killer. This creature is very strong, but attacks very predictably. If you jump, throw a Cream Pie, then double-jump and toss two more, the enemy will respond by throwing an axe, almost certainly useless until he backs you into the corner. Keep repeating the pattern until the corner, then jump under one of the axes and over him. He'll turn and swing, but probably miss. Wash, rinse, repeat, for a pretty easy solution to an otherwise hard fight, ironically involving the game's easy pick for worst weapon!



HP	EXP	SP	ATK	DEF	MND
5000	0	0	150	0	0

154 Dracula

The true master of the castle. He steals men's souls, and makes them his slaves! His words are as empty as his soul. Mankind ill needs a savior such as him.

Master's Keep



HP	EXP	SP	ATK	DEF	MND
6666	0	0	130	44	99

155 True Dracula

The true master of the castle. Behold his true form, and despair!

Master's Keep



HP	EXP	SP	ATK	DEF	MND
6666	0	0	140	66	66

Castlevania®

Portrait of Ruin™

Official Strategy Guide

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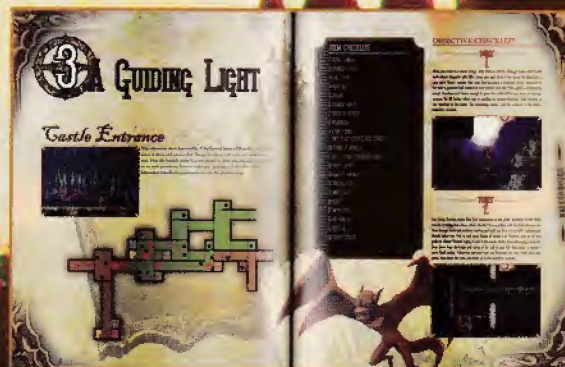
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